WHITE DWARF

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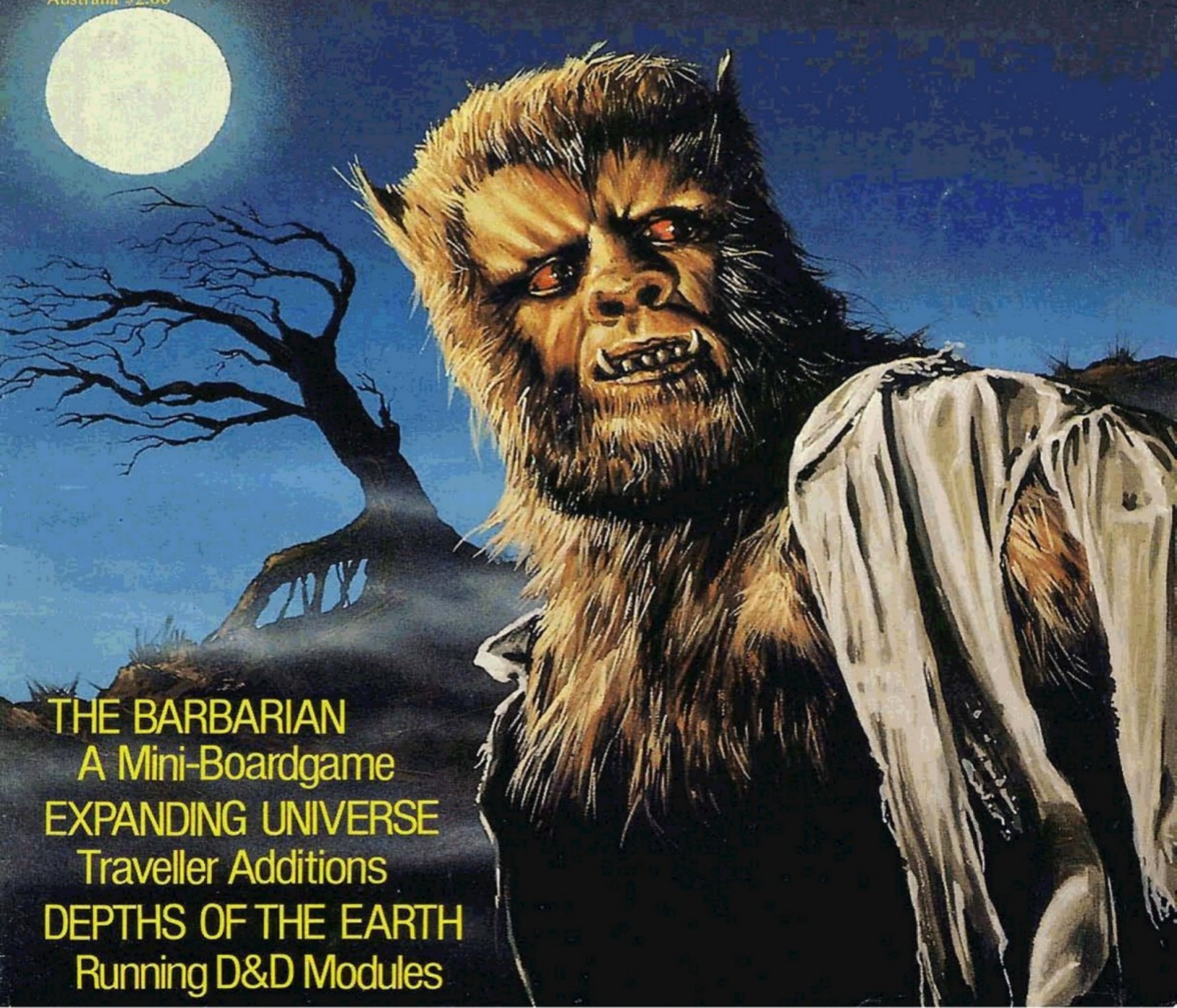

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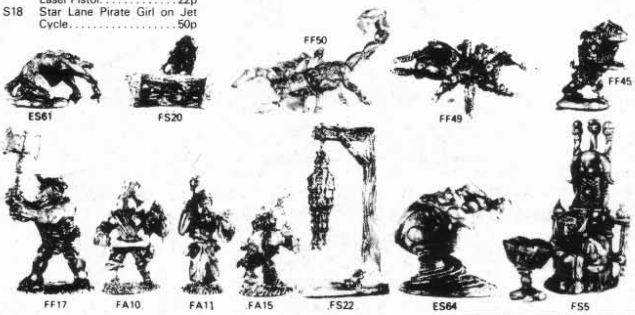

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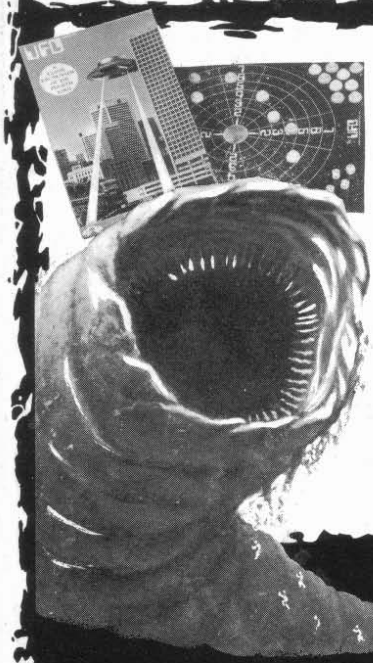

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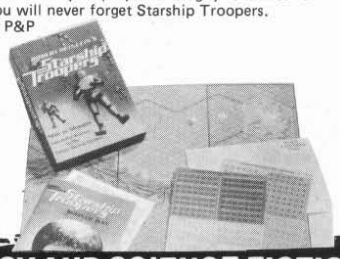

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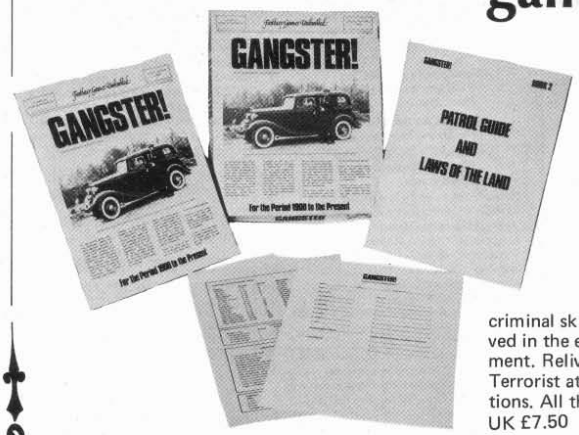

GANGSTER

By Nick (Crazy Nico) Marinacci & Peter Petrone.

"OK Baby Face, this is where you get yours"
"Freeze Nico – I'd hate to see your suit get spoiled"
"Wait a minute Copper – maybe we can do a deal."
"No deals Nico, I..."

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By T. Donnelly and W.K. Backhaus

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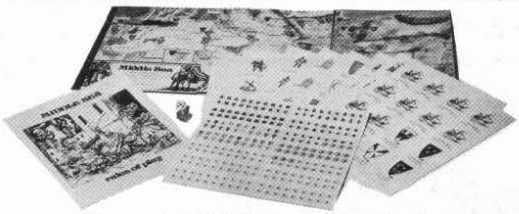

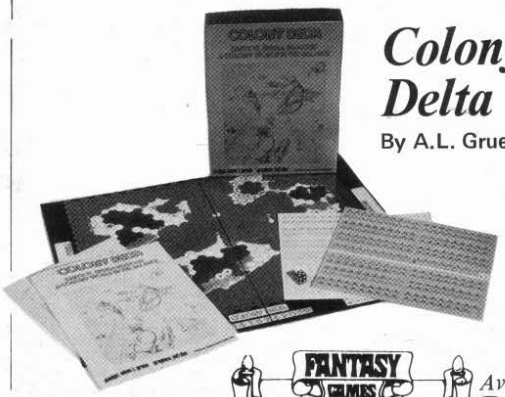

Colony Delta

By A.L. Gruen

The year is 2213AD. Man has expanded from his humble beginnings to colonise far flung star systems. The furthest such colony is Delta, the fourth planet of a sun barely visible from Earth. Man has this rich, fertile planet to himself. Until that is, the Sigma Draconians, a giant insect-like race of extremely intelligent beings decide to colonise the planet too. But there is only room for one...

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FROM CREATIVE WARGAMES WORKSHOP

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JUNTA is a game for two to seven players in which each player controls both military and political power in a mythical third world country. Each year this country receives generous amounts of foreign aid from an unnamed super-power. The object of the game is to amass the largest Swiss bank account through "diverting" this money into your own pocket. Political maneuvering, bluff and violence, when necessary and profitable, are all part of the game and each player remains in a game until the last Money Card is dealt.

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WHITE DWARF

On the 20th October at the Royal Horticultural Hall, the 5th annual *Games Day* will take place. This year, however, will give British gamers the opportunity to voice their opinions on the games they play. For some years now, the Americans have had their own awards – the *Charles Roberts Awards* and the *Strategist Club Awards*, but nothing similar existed in the UK. At *Games Day V*, the first of the annual *Games Day Awards* will be made.

Obviously many of the awards will go to American companies in the games categories, but there are plenty of UK miniatures companies, magazines and personalities to catch the votes in their respective categories. People who have not yet voted but wish to, should write to Games Workshop, 1 Dalling Road, London W6 for an official voting form. But write in quickly as the closing date for all postal votes is 15th October.

Ian Livingstone

FEATURES

8 How To Lose Hit Points And Survive
Proposed revisions to D&D combat — *Roger Musson*

10 Expanding Universe
Suggested additions to Traveller – part III — *Andy Slack*

14 The Barbarian
An introductory fantasy board game — *Ian Livingstone*

19 Descent Into The Depths Of The Earth
Advice on running the AD&D 'D'Modules — *Don Turnbull*

DEPARTMENTS

20 Open Box

22 Treasure Chest

24 Fiend Factory

26 Games Clubs

27 Help!

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How to Lose Hit Points...

...and Survive

by Roger Musson

Here's a problem for you; what have the following two grouses got in common? The first is my own; that little business of the strange fact that a dragon breathing 30 points of damage at a helpless low-level magician and ditto high-level fighter frazzles the one but fails to kill the other. In *White Dwarf* 6 I queried whether gaining experience ought really to have this asbestosising effect. The second complaint comes from no less a person than Gary Gygax himself. His objection (expressed in *White Dwarf 7*) refers to the widespread and unrealistic practice of selling magic items to players. There's more than one *D&D* campaign with a "Ye Olde Magick Shoppe" in it where parties may stock up with scrolls and potions for very reasonable rates, and this, as Gary Gygax very rightly points out, is neither credible nor desirable.

The answer: dissimilar as they seem, these two objections stem ultimately from the same source, as this article will show. Let's deal with the magic problem first. One question that has yet to be asked is this – why does such a proliferation of magic items arise? Is it just a lot of ego-tripping, comparable to souping the game up with "vibro-blades"? No; much of it occurs because given the *D&D* game system at present, a large amount of magic is necessary to make a campaign work properly. Look at it this way; suppose you have a moderately strong party interested in hauling some decent treasure out of fifth level. The first problem is getting the treasure; few DMs are going to let a party trick a monster out of its goodies, so that means a fight. And assuming the party is not well-equipped with fireball wands and the like, a fight means losing hit points, and plenty of them. So after a tough battle, the party have got the treasure. Now they have to meet the second problem – getting it out. And getting back up all those stairs without meeting a wandering monster is not going to be easy. In most dungeons the chances of meeting a really dangerous wanderer are high, and in many dungeons monsters attack automatically. If a party is already badly damaged from the first fight, they are in extreme danger.

There are two ways round this problem for the party. One is this – they must have scrolls. Not just any scrolls that they might have found, but the right scrolls. *Sleep, web, protection from evil 10' radius* and *fireball* are the usual ones. With these, a low-level magician or magic-reading sword can stave off at least one encounter. The other solution is to have potions. Again, not just any potions that the DM has rolled randomly, but particular potions: *healing* and *extra-healing*. With these a party can get back sufficent hit points to withstand another fight. Agreed, having a high-level magician and cleric in the party will have much the same effect, but in my experience these characters are hard to come by unless they can be safely escorted to low levels in the first place so that they can find sufficent treasure to progress from adept to something more respectable. Clerics don't gain experience very rapidly as long as a party sticks to roughing up kobolds.

So if a party are going to have a chance of (a) doing well, while (b) surviving, they usually need to be able to select the magic items they need for a dangerous expedition. But the problem wouldn't arise if it were possible for a normal party (without heavy artillery support) to battle powerful monsters without getting hacked limbless each time. After all, would you pick a fight with a minotaur if you knew that you could not escape getting wounded? The root of the matter is this business of hit points. The *Advanced D&D Player's Handbook* clearly states that hit points do not exclusively reflect physical damage, but also energy, combat ability, etc. And this is the crux of the problem, for such a definition just doesn't work. It tries to sum up two totally different things under one concept, and that is like trying to mix oil and water. They don't go. The party fighting minotaurs loses "abstract" hit points, but recovers them at the rate for healing wounds, while the fighter chained up in the dragon's cave loses "physical" hit points and survives because he has so many "abstract" hit points to lose. There lies the connection between the two complaints.

Now, in my article *Combat & Armour Class* in *White Dwarf 6* I suggested that one way to improve the combat system in *D&D* without overly complicating it would be to keep hit points at a relatively stable figure of around ten, while improving armour classes as characters go up levels. This involved a tacit redefinition of hit points as referring exclusively to physical damage. After some experimentation and discussion since that article was published, I now rather feel that any redefinition must be made more explicit, and also that a straight increase of one AC per experience level is probably not the best answer.

But before introducing my proposals for a new combat system to eliminate these difficulties, there is another term to define, and a ghost to lay. How often have you heard this old chestnut? "Armour doesn't make you harder to hit – it makes you easier to hit but it absorbs the damage." This is often voiced by exponents of *Tunnels & Trolls,* I understand. The basis of this complaint is simply a misunderstanding of the use of the word "hit". In *D&D* a hit is not a blow which makes contact – a hit is a blow which makes contact and hurts. Here is a breakdown of the results of a goblin hitting a man in plate mail. (I'm using the old AC 9–2 table rather than the new 10–2 one chiefly because I can't see what earthly good introducing studded armour does, aside from mucking up everybody's nice neat charts). A score of less than 10 indicates a complete miss (swinging at empty air). A score of 10 to 16 inclusive indicates that the goblin's blow has made contact, but that the armour has absorbed the damage. A score of 17 and up shows that the blow has pierced the armour, or hit an exposed area, thus doing real damage. With that out of the way, let me introduce my suggested revisions.

Definitions

(i) Hit points: these refer to energy and combat resources at a character's disposal, and not to physical damage. They are calculated for each character in the usual way. They are lost when a character has to exert himself to avoid injury, or when a character suffers some form of shock. This happens in normal combat, whenever an opponent scores a hit against a character in the usual way. Hits in combat are usually deemed to be blows coming sufficently close to require evasive action, rather than actually striking and wounding.

(ii) Wounds: when a character actually does suffer physical damage, he is wounded. The amount of wounding he can take is limited by his constitution points, which are assessed for each character in the usual way. Constitution points are lost whenever a blow is sufficently powerful to penetrate all a character's defences. When a character is wounded, the number of constitution points lost is equal to the normal damage roll for the attack, and at least the same number of hit points are lost at the same time (see below).

Restoring Hit Points and Constitution.
Constitution point losses are healed at the normal rate for healing wounds, i.e. 1 point per day after the first day. Hit points, on the other hand, are regained much more quickly. All the character need do is rest. After the first turn's rest, he regains hit points at the rate of five per turn rested. Therefore a character who has been reduced to no hit points in a fight will be able to bestir himself again (with one hit point) after 12 melee rounds of resting. Healing potions and spells restore both constitution and hit points simultaneously by the same amount.

Striking Wounds in Combat.
In hand-to-hand combat, a hit usually reduces a character's hit points only (just as usual). However, a wound is struck if the score to hit exceeds the minimum needed to hit by 5. Thus a goblin would not be able to wound a man in plate in hand-to-hand combat. A minotaur could on a roll of 17 (12 to hit AC2 + 5 = 17). This figure 5 is modified, however, whenever a character goes up in level sufficent to put him in a higher bracket on the *Men Attacking* combat table. The rule is that the plus he gains on hitting is added to the wound level. Thus, a 4th level fighter or 5th level cleric in plate could only be wounded by a minotaur on a roll of 19 (12 + 5 + 2). The breakdown of the combat score of a minotaur attacking a 5th level cleric in plate mail is as follows: 1–4, misses completely; 5–11, armour absorbs all damage; 12–18, accurate blow which the cleric has to dodge or parry, thus tiring himself (cleric loses hit points); 19–20, blow gets past defences and actually wounds the cleric (loss of constitution and hit points). Since wounds are struck so much less often, it now becomes much more practicable (should one want to) to use a hit location table to see where people are wounded; when only hit points are lost, this will not, of course, be used.

Striking Automatic Wounds
The general rule here is that if a creature has either no knowledge of an attack on it, or no possible way to take defensive action, all hits automatically wound. This goes for attacks from the rear, dropping stones on people from above, missiles that cannot be dodged or deflected in any way, and all attacks upon the helpless. Thus a goblin archer firing with surprise on a magic user would need a roll of 10+ to inflict a wound of 1–6 constitution points.

Effects of Loss of Hit Points
If a character is reduced to zero hit points, he is deemed to be incapable of further action, is exhausted, has certainly dropped anything he might have been holding, and generally has his back to the wall, either metaphorically or literally. Excess hit point damage (e.g. in the case of a man with 1h.p. receiving six points of damage) can be deducted from constitution as wounds at the discretion of the attacker. If the attacker merely wishes to subdue his opponent he need not inflict wounds. A monster reduced to zero hit points may be taken as subdued if the characters so wish it, but obviously the degree of co-operation they will get from it when it gets its wind back will vary with the monster concerned. If a creature is down to zero hit points and is still being attacked, the attacker will not only hit at +4, but can deem any hit actually struck to be critical at his discretion. (In other words, he can go for the vital spots.) But note that he does have to administer the coup de grace; no-one dies just through having no hit points.

Effect of Loss of Constitution Points
A character reduced to zero constitution points through wounding is dead. In addition, special things happen when he loses points to the extent that he has ¾, ½ or ¼ of his constitution points remaining. Firstly, whenever a character loses constitution points, he loses the same number of hit points (minimum). But when he passes the ¾ level, he can possess a maximum of ¾ of his hit points until his constitution is restored. Also, he will fight at –1 on hits, damage and defence, and there is a 5% chance that he is mortally wounded. (Example: a fighter has 20 hit points and a constitution of 12. He is wounded, and takes 5 points of damage. His constitution goes down to 7, and his hit points to 15. Having passed the ¾ level he cannot have more than 15 h.p. but since his loss of 5 h.p. has already brought him to that level, no further h.p. are deducted. Had the damage been 3 points, his h.p. would have been adjusted first to 17, then to 15 to take the ¾ mark into account.) When the halfway mark is passed, hit points are, at the maximum, half their normal total, the character fights at –2, and there is a 10% chance of a mortal wound. (If the fighter had taken a 6 point constitution loss, his hit points would have gone down to 10.) At the ¼ level, hit points are down to ¼ of their normal maximum, the combat handicap is –3, and the chance of fatality 15%. If two critical levels are passed simultaneously, count only the lower one. In the case of awkward fractions, round all fractions down.

Mortal Wounds
If a percentage check shows a character to be mortally wounded. he will die in one turn + 1d12 melee rounds if he keeps perfectly still and rests. If he exerts himself moderately, he will die in 1d12 melee rounds, if strenuously (e.g. fighting) then 1d4 melee rounds. However, a mortal wound may be cured by a *cure serious wounds* spell, or equivalent.

Fireballs, Poison and Similar Nastiness
In the case of magical missile attacks, such as fireballs, and including dragon breath, the first question to ask is, is there any possible defensive action? This could be diving out of the way, hiding behind a shield, or whatever. If the answer is no, as in the case of the victims chained up in the dragon's lair, then full damage must be administered to the constitution (and 30 points worth will char anyone). If some form of evasive action is possible, then make a saving throw as usual. If the throw is successful, it indicates the character has managed to avoid serious damage, and takes half damage in hit points (this is the cost in energy of the defensive action, plus a certain amount of shock). If the saving throw is not succesfully made, this shows that the defence was partially ineffectual; the character takes full damage from his hit points, plus half damage in constitution points (but no losses under the excess damage rule). The saving throw procedure works in the same way for poison; there is no chance of "evading" poison from a bite, but nor does poison wound in the same way as weapons. The saving throw thus simulates partly actions such as trying to suck the poison out, and partly the natural resistance of the body to poison.

Monsters
When applying the system to monsters, the general rule is that sauce for the goose is sauce for the gander. Monsters suffer the same checks and advantages as player characters. This does entail rolling a monster's constitution. This is determined by the size and build of the monster, taking into account the ease with which vital organs can be reached. The following table gives a guideline:

Monster size	Example	Constitution
Very small	Spider	1
Small	Kobold	1d6
Sub-human	Wolf	2d6
Human	Man-types	3d6
Superhuman	Ogre	3d6+2
Large	Hill Giant	4d6

As you can see, I have tended to extrapolate down rather than up. I don't think the very large size of monsters such as dragons should be counted too much for their benefit, since they usually still have vital spots (especially the head) to reach. Some monsters are exceptional, for instance the giant slug, which has no vital spots to speak of – also the redefined hit point does not really relate to it, since no giant slug ever parried anything in its life. In such cases, treat the specified hit points as the constitution, and all hits as wounds. Common sense will usually suggest the best solution to any individual difficulty. With regard to the increase in wound level with increase in fighting ability (additions to the constant 5) this should be applied to monsters sparingly. It is only really appropriate where the monster is likely to fight well as a result of skill rather than brute force – a high-level orc or a bugbear are examples; these

creatures might be reasonably adept at avoiding being wounded, whereas an umber hulk is just an out-and-out slogger.

Spells and Fatigue (Optional)
Since hit points are strongly related to fatigue in this system, they can very easily double-up for a spell point or fatigue factor system. I would suggest that casting a magic user spell costs 2 hit points per spell level, while a clerical spell would cost half that amount. The magician who casts a spell costing more hit points than he has ruptures himself with the strain! In fairness, first level magic users should be given 1d4+1 for hit points.

The two implications of this, that wounded magic users are impaired in their casting ability, and that the strain of casting spells has a deleterious effect on fighting ability, both, I think, stand up to scrutiny. Other fatiguing activities (pushing boulders aside, etc.) can be reckoned similarly in terms of hit point loss according to taste. However, be warned that to use this sort of hit-point/spell-point system is tough on magic users who have no other line of defence besides their spells, and the system will fit in better with some campaigns than others. Also it is a matter of taste whether reading a spell from a scroll should count as equally fatiguing to casting it from memory. I favour the ruling that it should, and at the same time to do away with the *read magic* spell in favour of treating the reading of magic as an ability which all magic users receive in their training.

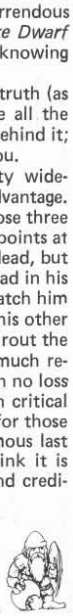
General Remarks
That concludes the basic system; a few remarks of a quasi-general kind will do to finish off with.

Firstly, one of the crucial parameters of the system is the figure 5 used as the base in the calculating of which hits wound. This can be altered to taste, according to the effect desired. The given value is appropriate to my own dungeon, which is pretty lenient as dungeons go, with really nasty monsters confined strictly to very low levels, and few of those suicide squads that attack parties on sight. For heavier dungeons, increasing the figure may achieve a better balance for that particular dungeon. Monsters that deal out heavy damage at high hit probability are really dangerous (and so they should be) — if a stone golem lands a good blow it will stove anyone's head in.

Secondly, if any problems crop up, as in any aspect of *D&D*, common sense should be the final arbiter, with the DM's idea of common sense having the last word. Obviously, peculiar cases will crop up occasionally, especially when really weird monsters appear (nilbogs?). It should be possible for the average DM to play any particular instance by ear; if anything really horrendous occurs you could in desperation write to me c/o *White Dwarf* (if I've overlooked some vital flaw I wouldn't mind knowing about it, anyway).

Thirdly, please note that I don't believe in universal truth (as opposed to Universal Truth). There's no need to take all the above personally if you don't agree with the principles behind it; if you are contented with things as they are, good for you.

Lastly, the effects of the above system are pretty wide-ranging, but I think most of them are to the players' advantage. For instance, take the matter of the coup de grace. Suppose three adventurers are fighting a troll, and one loses all his hit points at one swipe from the troll. Normally, he would be just dead, but under this system he is lying on the ground with his head in his hands muttering "what hit me?". The troll could despatch him then and there, but it would mean taking his eyes off his other two assailants, and he is unlikely to do that. And if they rout the troll, they can rescue their companion, who will be much recovered after a short rest. Result: less fatalities but with no loss of excitement. Dishing out mortal wounds rather than critical hits is a touch which allows remedial healing, but also (for those with a morbid humour) opportunities for uttering famous last words. There is an increase in complexity, but I think it is relatively slight in proportion to the gains in detail and credibility. Any minor section which players find too bothersome can, of course, be changed or discarded to taste. And if the desired effect of reducing the need for players to gain access to magic in order to survive is attained, then perhaps even Gary Gygax won't object too strenuously.



EXPANDING UNIVERSE

by Andy Slack

SUGGESTED ADDITIONS TO TRAVELLER RULES PART 3

CAMPAIGN LOCATION

There are several sorts of region where a campaign is "plausible". These are:

Globular Clusters
These clusters are distributed in a sphere about the Galactic Nucleus. Usually there are no O, B, or A class stars still radiating, though they may be present as "Remnants". They are spherical in form, with a diameter up to about 150 hexes, and contain 1,000 to 100,000 stars. There are about 1-100 stellar systems per hex. (Thus they are ideal for a huge campaign — but require great patience.)

Open Clusters
A favourite for a campaign setting, the open clusters are distributed in the plane of the Galactic Spiral Arms. They have no consistent shape, but average about 2-20 hexes in "diameter". Stars of classes O,B,A,F,G,K, and M are present. They have around 2D6 — 2 stellar systems per hex.

Associations
These compose rough groupings of 24—500 stars, all of similar spectral type, and have open clusters as nuclei, surrounded by single star systems. They are up to 200 hexes across.

Spiral Arms
These contain clusters and associations, but also there are single stellar systems not in any groups. These are found in a hex not part of a cluster or association on a throw of 9 (exactly) on 2D6.

As the Galactic Nucleus contains about 2000 systems per hex, and the space not already covered is even more sparsely populated than the spiral arms, these are in my opinion the only "reasonable" locales, always assuming you want so much detail.

STELLAR SYSTEMS

For each starsystem in the hex, go through the following procedure:

Determination of Star System Type
Throw 2D6. A throw of 3 indicates a *Remnant* star; 11 or 12, a *Variable* star. A throw of 6 or 7 indicates the "star" in question

is in fact two stars, and you should throw again for each one to see if it is *Variable* or a *Remnant.* Large multiple systems may occur by repeated sevens.

Determination of Spectral Type
For each star in each system, throw percentile dice:

Dice	Spectrum	Radius Factor	T_{eff}	Colour
01-10	B	4.1	21,750	Blue-White
11-32	A	2.0	9,200	Blue-White
33-51	F	1.3	6,990	Yellow
52-65	G	1.0	5,775	Yellow
66-96	K	0.8	4,515	Orange
97-99	M	0.4	2,893	Orange-red
00 01-25	O	5.9	40,000	Blue-White
26-50	N	0.4	2,500	Orange-Red
51-75	R	0.4	2,500	Red
76-00	S	0.4	2,500	Red

(Binary and multiple systems have much nicer colours, e.g. emerald green and purple.)

Variable Stars.
If a variable star is indicated, check below to see what type it is, depending on its spectrum and the umpire's whim.

T-Tauri Variables: These are small stars, spinning rapidly in a dense gas cloud. They may be G or K types.

Flare Stars: These stars periodically "flare up", greatly increasing their output of radiation. They are marked with big red splotches on star charts saying "Don't bother" or words to that effect. They are normally M type.

Magnetic Variables: These are normally A type, and have a varying magnetic field of great intensity, which would probably be dangerous to shipping.

RR Lyrae Variables: These are common in globular clusters – another reason for not having a campaign there. These are often A or F class, and for game purposes they count one spectral class higher when in a bad mood, i.e. A counts as B and F as A.

Cepheid Variables: These are of F or G type, and over a period of 2-20 days their output of radiation (and their radius) increases up one spectral class, then back down again (F goes to A, and G to F).

Mira Ceti Variables: These have a period of 50 x 2D6-1 days, with great variation of radiation output. They are M or S type.

Semi-Regular Variables: These are of type M or N, having a period of average length 60 x D10 days, during which they vary their radiation output semi-randomly.

Novae: If a star doesn't fit standard variable categories, either rig them or call it a nova! Then dice the time left until it explodes – a D10 x 40,000 years!

In a more serious vein, stars with a radius factor greater than 1.0 go nova fairly randomly. Each such star is diced for yearly to see if it will do so; this requires 4 rolls of 00 in succession on percentile dice followed by a roll of 99 or 00. Should it happen, all planets in the system are sterilised and the spectral type becomes O, ignoring the radius increase (the new radius could said to be that of the expanding gas cloud from the explosion how accurate this would be is another matter).

Supernovae: Supernovae are more difficult to get, but worth rolling for! However, people usually have enough time to evacuate as supernovae threaten for a while first. As far as can be made out, any star of class O, B or A is eligible: to occur, roll yearly – you need 00 5 times followed by 94-00 on percent dice. The planets are all sterilised, and 1D6 of them are destroyed – work outwards from the inmost one.

Remnant Stars
These are very interesting objects, especially in space combat. They are the bits left after supernovae have occurred, or stars that have died in a less violent fashion.

White Dwarfs (Plug!): White Dwarfs are left after some supernovae, or the death by old age of stars type F,G,K,M,N,R,S,. They have an A spectrum and a large magnetic field. After a while, they give up completely and become black dwarfs, which are the same thing but don't shine at all. (There is a small possibility that uninformed players will mistake them for black holes, probably causing them great concern.)

Neutron Stars: These can be the remains of A, F or G stars or supernovae. If they rotate, they have a magnetic field that doesn't bear thinking about.

Black Holes: Remains of supernovae and O,B,A,F stars. These are the best player-worrying devices in the *Traveller* universe, and well worth reading up on.

Many Remnants are found in gas clouds.

Densities of Objects for use in Space Combat Templates

Object Type	"K" or density
Planets of size 0-20	3D6÷10
Planets of size 21+	2D6÷10
"Normal" Stars	10D6÷100
Giant Stars (50% chance if G,K,M; 20% chance if A,F)	5D6÷100
White Dwarf	$2D6 \times 10^4$
Neutron Star	$3D6 \times 10^{11}$
Black Hole	$4D6 \times 10^{14}$

Radii of Objects for use in Space Combat Templates, etc.

Stars: Radius Factor x 432" x 3D6/10 (If giant, now multiply by 2D10)

Neutron Stars: 1/48 of an inch

Black Holes: 1/24 of an inch (For game purposes)

White Dwarf: 5D6 inches.

EXPANDING UNIVERSE

PLANETS

Planetary Systems

Any star of classes F,G,K or M will have attendant planets unless there is a *remnant* in the stellar system, or a *variable* star.

Number and Type of Planets.

For each planetary system diced up, there will be 2D6–2 Terrestoid planets and 1D6–1 giant planets. Arrange these in a semi-random order, note that giant planets tend to congregate towards the outside. This order is the order of the planets going outwards from the star.

Size and Moons

Terrestoid planets have a size of 4D6–4 inches, giant ones of 5D6 + (2–12)D6 inches. (Terrestoid planets of size 0 are asteroid belts.)

Terrestoid planets have 1D3 moons, and giants 3D6 moons. Moons have a size of 1-100 x 0.002 times their parent planet's, and if big enough can be diced up as worlds in their own right. Each gas giant moon has a 5% chance of disintegrating into a ring such as encircles Saturn.

Distance from Primary

The distance of a planet from the sun, or a moon from its parent body, is estimated by the following formula:

$$R = 200 \times r \times B$$

Where r is the radius of the sun or parent body, R is the orbital radius, and B is a factor defined from the table below.

Planet No. (From inside outwards.)	B	Planet No. (From inside outwards.)	B
1	0.4	9	38.8
2	0.7	10	77.2
3	1.0	11	154
4	1.6	12	307.6
5	2.8	13	614.8
6	5.2	14	1229.2
7	10	15	2458
8	19.6		

Determining the Length of the Year

The length of the body's year, in Earth years, is given by the formula:

$$\text{Year} = B \times T \times r / 432$$

Where B is from the table above, r is the radius of the parent body or star, and T is taken from the table below. "Planet No." is again the order reading outwards from the primary.

Planet No.	T	Planet No.	T	Planet No.	T
1	0.5	6	2	11	6
2	1	7	3	12	6
3	1	8	4	13	7
4	1	9	4	14	8
5	2	10	5	15	8

Determining the Length of the Day

Giant planets have a day of 4D6 hours. For terrestoid planets, throw 2D6 and impose a DM of –n, where n is the number of planets closer to the star than the one in question. A score of 12 indicates a day of length equal to 1-10% of the year; any other score indicates a day 6D6 hours long.

Determining the Surface Temperature

This is the nastiest bit. First the albedo factor A must be calculated. Roll 2D6, add the atmosphere and hydrographic percentage numbers, (calculated in the normal way), subtract 12, divide by 10; finally subtract the whole lot from 1.0, and quickly amputate any minus signs because they're going to cause trouble later on. (It will be noticed that giant planets have enormous atmosphere and hydrosphere numbers. Don't worry about it as few people will land there and even fewer will lift off again.)

Now brace yourself – calculator is recommended! Look up the T_{eff} for the star you're worried about. (And if you're not worried about it by now you soon will be.) Square it. Square it again. Multiply it by the square of the star's radius (in inches). Divide by 4. Multiply the result by the factor A, and divide the lot by the square of the planet's orbital radius (in inches). Then square root the product, and square root it again. This chops it down to a reasonable size and provides the planet's surface temperature in Kelvin – subtract 273 for Centigrade.

Here is a formula expressing the process more concisely:

$$\text{Surface Temperature} = \sqrt[4]{\tfrac{1}{4}\left(\tfrac{r}{R}\right)^2 (T_{eff})^4 A}$$

A little practice reveals short cuts and reduces the horror of it all. Make a note of the temperature as it shows what the sea's made of and whether the planet may be habitable.

Habitable Planets

Habitable planets must have a mass of at least M=0.1, a day of length not exceeding 96 hours, and a surface temperature of between 200 and 300 Kelvin. (Water freezes at 273 K and boils at 373 K).

Native Life Determination

If a planet counts as "habitable", throw 2D6 to determinate the Earth equivalent of the highest life form yet developed. DM: F stars –1, K stars +1, M stars +2.

Dice	Highest Life-Form
2	DNA molecules
3	Coacervates
4	Bacteria
5	Protozoa
6	Worms
7	Fish
8	Reptiles
9	Avians
10	Mammals
11	Intelligent Species, Tech Level 0-2
12	Civilised Species, Tech Level 3 or higher.

Determination of Orbital Velocity and its Use

The orbital velocity, V_0, is given by:

$$V_0 = 0.00012 \times R/\text{Year in inches per turn.}$$

Suppose you have some Travellers who are on an interplanetary trip. They can do this in two ways:

Minimum Fuel Orbit: This is a lengthy process; the time taken for transfer is equal to, on average, half the difference between the lengths of the years at the end-points of the trajectory. However, only as much fuel is expended as is required to generate a vector equal to the sum of the orbital velocities of the end-points, plus that required to take off or land (see *Escape Velocity* below). While on such an orbit count the ship as if closed-down in orbit, i.e. minimum detection range.

Constant Acceleration Orbit: This is shorter in time but higher in fuel cost. Assume the distance travelled is equal to one-quarter of the destination's orbit circumference, plus the difference in orbit radii. And the ship must take off, land, and match velocities with its destination. Ships on these orbits are always detectable at maximum range.

Escape Velocity

To take off, land, leave or enter orbit, a ship must generate a vector equal to the escape velocity of the planet at the relevant altitude and direction.

To take off or land, the vector has a size of:

$$V = \sqrt[2]{2\,G\,R}$$

Where G,R have the value derived in *Traveller* space combat.

To enter or leave orbit, use the formula below to find the vector size:

$$V = \sqrt[2]{\frac{2\,G\,R^2}{H}}$$

Where G and R are as before, and H is the distance from the ship in orbit to the *centre* of the template or body in inches.

Ships may opt to enter "forced orbits" where by constant acceleration they may traverse an orbit either at a different distance or orbital velocity than normal. Just work out a few orbits of such a craft vectorially. Watch out for atmospheric braking at an inopportune moment though!

ALIEN LIFE

Basic Type

The basic type of life on each planet is determined. Use the table from *Native Life Determination* and common sense as necessary, together with these tables, to determine the basic type of life.

Basic Type/Shape of Most Animals:

1	Insectoid	4	Avian
2	Ichythoid	5	Mammalian
3	Reptilian	6	Other (i.e. Ref's Specials)

Symmetry of Most Animals:

1	Asymmetric	5	Rotational or order 2–6
2,3,4	Bilateral	6	Other

Number of limbs: 1D6–1 pairs of limbs, but refer to the symmetry and use common sense (e.g. you can't have four legs and rotational symmetry order 3).

Main Sense of Most Animals:

1,2	Visual	5	Olfactory
3	Audio	6	Other
4	Tactile		

Note for vision that it will be most acute at the predominant colour of the star; i.e. beings from a red star's planet would see into the infra red a short way but might well be blind to blue, seeing it perhaps as blackness.

Characteristics: Determine type, weaponry, size etc. as in *Traveller* book 3.

Intelligent Aliens

These are first diced for as if an ordinary animal, biasing the results slightly towards the 50 – 200 kg mass range and away from herbivorous types. Then characteristic DMs are diced for. All characteristic DMs are generated by 2D6–7, followed by applying common sense.

Primary characteric DMs are applied to the UPP of a character, and consist of DMs to strength, dexterity, endurance, intelligence, education and social standing, therefore. Secondary and tertiary DMs are applied to 2D6 rolls for secondary and tertiary characteristics; however, provided he could have diced it, a player may always specify his own secondary characteristics.

Secondary characteristics (with apologies for plagiarism to Tony Bath) are Disposition, Morals, Generosity, Loyalty, Courage, and Ambition. The way in which they are used is as follows: The higher the score, the more socially correct and "nice" is the character's behaviour in that area. Thus, should a police officer be offered a bribe, throw 2D6 in secret; if the score is less than or equal to his Morals, he has done the socially correct thing and refused the bribe. If a beggar accosts a character whose player is not present, dice – a roll equal to or under his Generosity indicates he has given alms; and so on.

Tertiary Characteristics are largely individual; they start with Appearance and Activity, but then the remaining four are "held" for use in describing organ-playing ability, shoe size, etc., as is required by the individual character.

Quaternary DMs for each species should also be diced. These are applied to the Population, Government, Law and Tech Levels of planets inhabited by that species. (An example is the blanket –2 on human populations.)

ROBOTS

Dice up robots as if they were a member of the constructing race, except for the following points:

a) Shape, Symmetry and Main Sense may be altered by the specific task envisaged for the robot.
b) The robot's skin counts as mesh armour.
c) Strength, Dexterity and Endurance have an additional DM: +1D6
d) Intelligence has an additional DM: + Home planet tech level, –18
e) Social status has an additional DM: + Home planet law level, –18
f) Robots are not psionic, nor may they as player characters do anything other than make suggestions and follow orders literally, unless they are constructed at a high enough tech level for artificial intelligence.
g) Robots not imbued with artificial intelligence have an ambition of 2; all other secondary characteristics are 12.

Robots have up to one expertise level (in non-combat skills only) plus one language point per tech level over 6; these are programmed in at the owner's choice. Robots may be reprogrammed as if computers (See Part 2, Issue 14). No robot which has not been reprogrammed can contemplate harming a living creature unless it has artificial intelligence in which case it may act with minimum necessary force in self-defence.

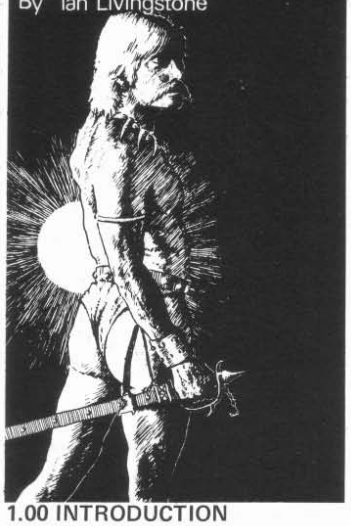
The cost of a robot is 20,000 credits per expertise level.

As will be apparent, robots normally have a negative intelligence; thus on succeeding in using a skill, they lose experience rather than gain it. Just work the normal experience rules (See Part 1, Issue 12) backwards. Note that all robots have a special skill held at level 6 in obeying orders; this is used whenever a robot is asked to do something unsavoury or illegal – to perform the act requested the robot must roll 8+, DM:+ obeying orders expertise. The point of this is that "killer" and criminal robots eventually refuse to obey orders of this type. Killer robots should also start malfunctioning (try dicing on the *C&S* Mental Health charts each time a level of obey orders expertise is lost).

Androids, that is to say organic as opposed to synthetic robots, count as needing a base tech level 2 levels higher than normal robots; however, they are indistinguishable from "real" beings, which they in fact become at tech 19. This is useful in light of the suggestion that robots or androids, if discovered, on most planets will be destroyed by the populus with "Luddite" fervour and their owners treated as if they were psionics – check the robot's social status against the special levels in Part 4, next issue, it will almost always be under –5.

the Barbarian

By Ian Livingstone



1.00 INTRODUCTION

1.01 History. The world was chaos. Mankind was losing its battle against the onslaught of mutated beasts and undead creatures of the night. Civilisation had long since disappeared, and it was brawn rather than brain that dictated the actions of the remnants of mankind. One such man of might and muscle was known as Vaarn. For many years now he had been on a lone quest to recover the lost magical artefacts of the Old Fathers. With the sword and shield of the Old Fathers in his hands, Vaarn intended to bring about the reunification of mankind. The task was not easy for the lands outside the villages were infested with foul beasts, and the trail behind him was red with blood. But Vaarn was unafraid and went on for he was a barbarian, and possibly the last if he did not succeed . . .

1.02 Object. The Barbarian is a two-player game representing the conquests of a lone barbarian, Vaarn, in his attempts to find the magic sword and shield of the Old Fathers in the creature-infested outlands.

1.03 Description. The Barbarian is an introductory game for the newcomer to hexagonally-gridded boardgames, but can be fun for people used to such games. Whilst strategy does play a significant part in the game, the outcome of the game will be affected by the inevitable luck factor in such a relatively simplistic game.

2.00 PLAYING PIECES

2.01 General. The mapsheet, counters and tables are printed on the centre spread and this should be pulled out, mounted on card, and cut into individual components. The game can be visually enhanced by replacing the counters with metal miniatures available from most games and hobby shops.

2.02 Mapsheet. The mapsheet represents regions found in the outlands through which runs an ancient, but little travelled road. A hexagonal grid has been superimposed on the mapsheet to govern movement.

2.03 Counters. The counters represent the barbarian and the individual creatures found in different outland regions. The information printed on each piece is arranged as follows:

The *defence number* is the minimum number which must be rolled with two six-sided dice in order to wound the creature represented on the counter. (This number may be modified in the case of the barbarian – see 4.02).

The *wound allowance* is the number of times the creature must be wounded before it is killed, e.g. the barbarian must be injured 20 times before he is killed.

The *movement allowance* is the maximum number of hexes a piece may move in each movement phase. This will be modified in the case of the barbarian as he enters different regions. When moving through more than one region during his movement phase, the barbarian's movement allowance is dictated by the region through which he moves slowest.

The *identification code* is purely for the identification of creatures of the same type in order to keep a record of wounds.

3.00 BEGINNING THE GAME

3.01 General. The player in control of the creatures sets up first. The sword, shield, curse and decoy counters should each be placed separately, face down, with one in each of the six regions. Once placed, these counters cannot be subsequently moved except when picked up by the barbarian. These counters should then be "guarded" by placing the various creatures in their respective regions (see *Terrain Effects Chart*). No stacking of counters is allowed. Creatures are not allowed to enter a hex in which the sword, shield, curse or decoy counters are placed. The creatures are not allowed to leave their own regions but may combine in an attack against the barbarian if he is in a hex where different regions adjoin.

The player in control of the barbarian then rolls two six-sided dice to decide on which hex of those numbered on the Great West Road the barbarian starts his movement phase.

3.02 Sequence of Play. A turn is divided into a number of phases, as follows:

- Barbarian movement phase
- Barbarian attack phase
- Creature defence phase
- Creature movement phase
- Creature attack phase
- Barbarian defence phase

3.03 Movement. The barbarian player moves first, and should consult the *Terrain Effects Chart* prior to each subsequent movement phase. The barbarian may move up to his maximum movement allowance. He must be in the same hex as the inverted sword, shield, curse or decoy counter to examine it. This action prevents any further movement or combat during the barbarian's turn.

The player in control of the creatures may move some or all of his pieces up to their maximum movement allowance, but is not required to move any.

3.04 Combat. After a creature movement phase is completed, each counter which is adjacent to the barbarian may attack once. However, the barbarian may only defend himself, i.e. make an attack, against *one* attacking creature. After the barbarian movement phase, only one creature may be attacked even if more than one creature is adjacent to the barbarian. However, only the creature attacked may defend itself, ie. make an attack on the barbarian. To attack, the person attacking should roll two six-sided dice. If the number rolled is equal to or greater than the defence number of the piece under attack, a wound is inflicted. A record of these can be kept on the *Wound Record Charts*. In the case of Wild Hill Men and Goblins, immediate death will occur if a wound is inflicted. Combat is simultaneous, and a creature even if "killed" by the barbarian may carry out its defence phase.

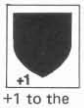
4.00 COUNTERS

4.01 Heroes and Villains. The barbarian and creature counters are identified as follows:

4.02 Treasure and Trouble. It is the role of Vaarn the barbarian to roam around the outlands in search of the sword and shield of the Old Fathers. These together with the other special counters affects his abilities as follows:

No effect

Adds +2 to the barbarian attacking die roll



Adds +1 to the barbarian defence number

Barbarian movement reduced to 2 hexes in all regions and on the road.

No modifications further apply.

These ability modifications take effect immediately they are discovered, and are permanent.

5.00 WINNING

5.01 The Winner. The barbarian wins if he leaves the mapsheet at either end of the Great West Road in possession of the sword and the shield. The creature player wins if he kills the barbarian.

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SS30	Niminian Standard	SS64	Dancing Girl				
SSM31	Niminian Mtd. Knight	SS65S	Griffon				
SSM32	Niminian Mtd. Guard	SS66S	Centaur with Club				
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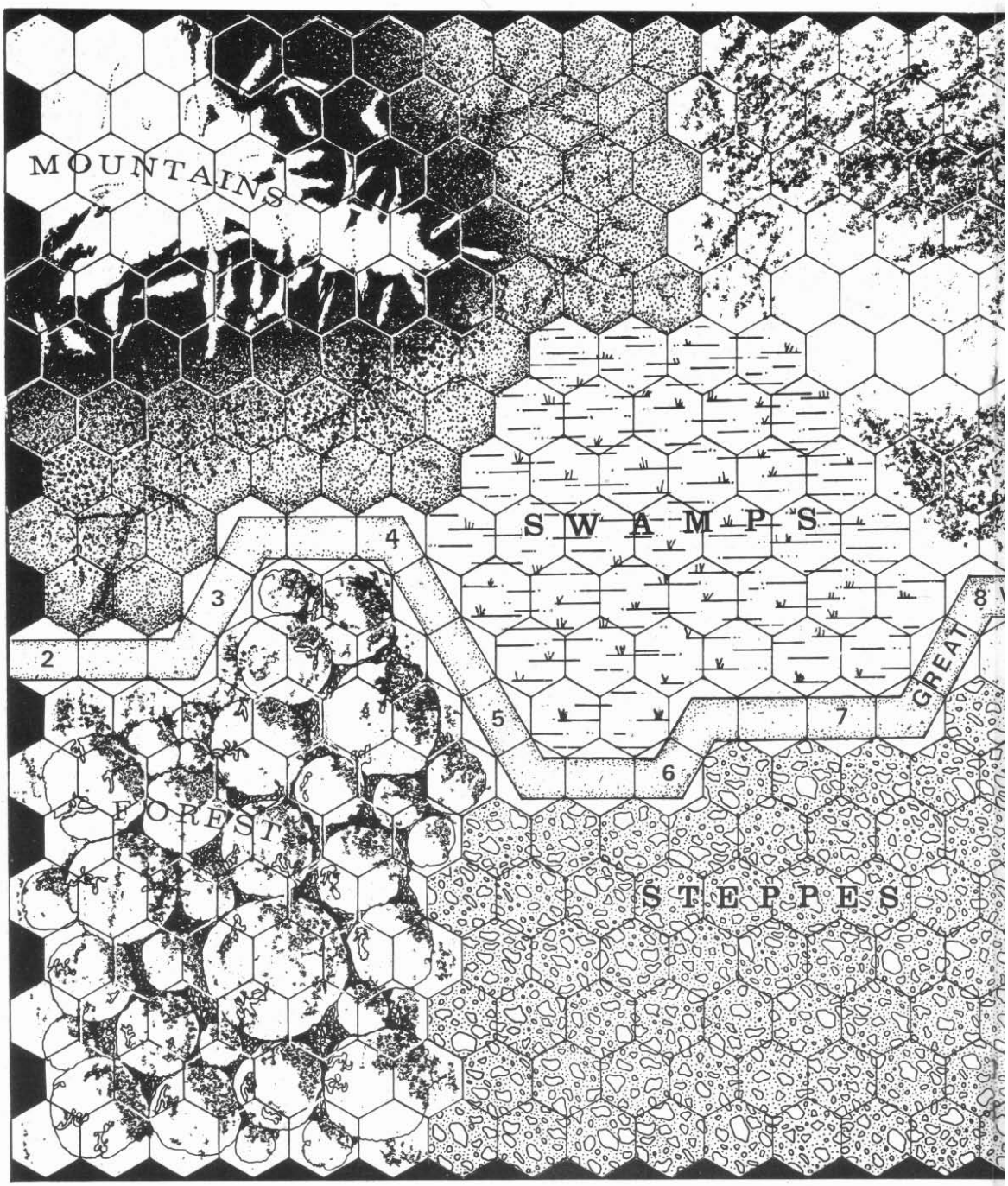
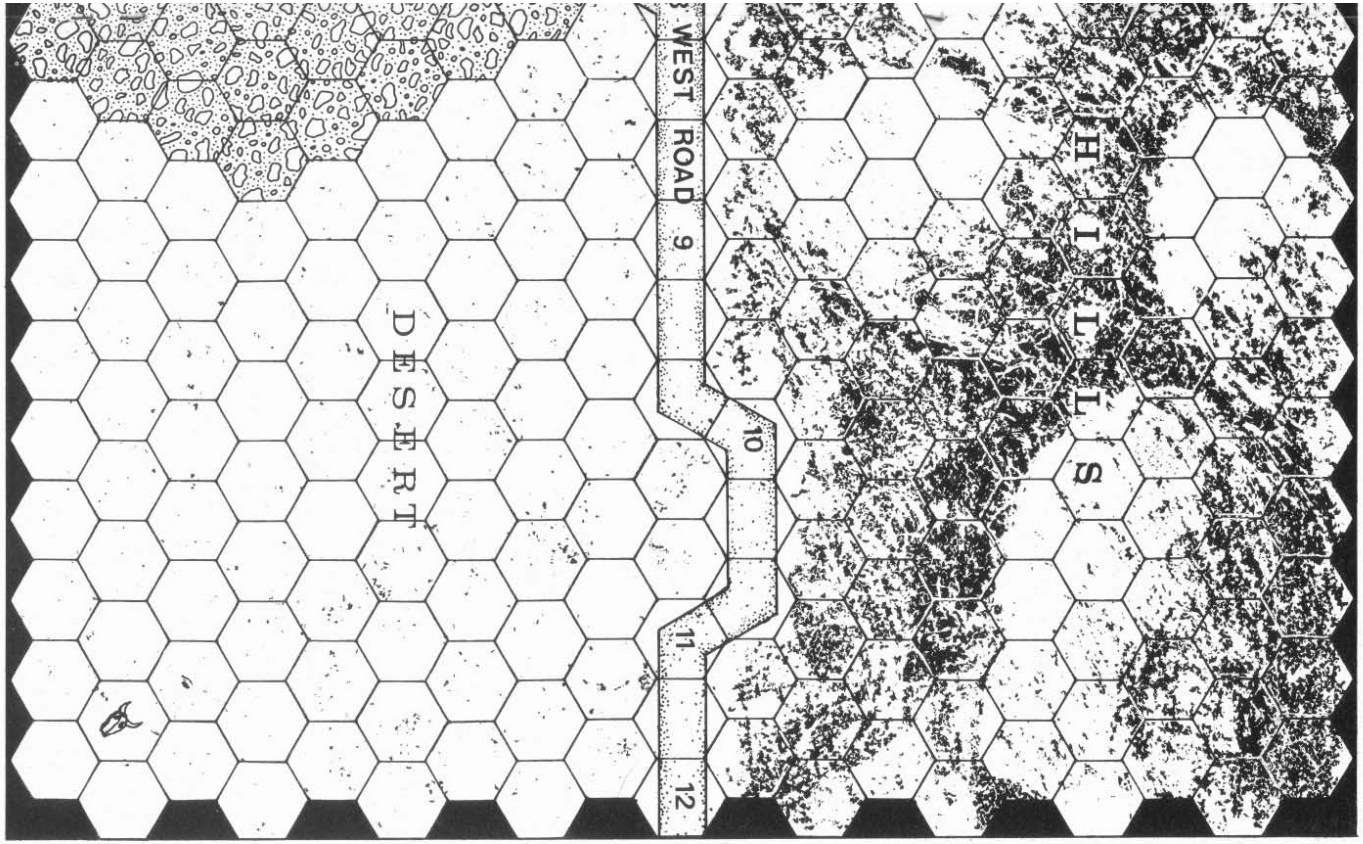


TERRAIN EFFECTS CHART					
CREATURES	REGION	EFFECT ON BARBARIAN MOVEMENT	CREATURES	REGION	EFFECT ON BARBARIAN MOVEMENT
Wild Hill Men	Hills	–1	Giant	Swamps	–2
Goblins	Forest	0	Wraiths	Desert	–1
Zombies	Steppes	0	Barbarian	Great West Road	+1
Werewolves	Mountains	–1			



BARBARIAN WOUND RECORD CHART				
20	19	18	17	16
15	14	13	12	11
10	9	8	7	6
5	4	3	2	1
DEAD				

CREATURE \ WOUNDS		1	2	3	4	5
Zombie	A / B					
Werewolf	A / B					
Wraith	A / B					
	C					
Giant						

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DESCENT INTO THE DEPTHS OF THE EARTH

RUNNING THE NEW TSR D MODULES

by Don Turnbull

I wonder just how many of those who have purchased the new TSR *Dungeon Modules* will actually run them? I say this, not accusing my fellow Dungeon-Masters of faint-heartedness, but because the modules are admittedly only suitable for a group of high-level characters such as DMs who run 'Gygax' campaigns are hardly likely to have available among their regular players, and because anyone looking into the modules would quickly realise that they were not capable of being tackled in a single evening or even a succession of evenings. Frankly, even if the majority of copies of the modules are purchased for the excellent design advice they contain, I would not be surprised and I don't think the designer would be unduly disappointed (and I don't just mean because he gets some income from sales!).

I have however been fortunate enough to be able to run D1 and D2, and shortly may even get the chance to run D3. It occurred to me that it might be helpful to others to pass on some hints — mainly gathered from my own errors — which would enable them to run the modules better than I did. Some of these will be specific to the modules, but others will perhaps be useful in simpler settings.

First, if you don't use figures or counters to represent the characters and the monsters, you would be wise to adopt such a habit for the *D Modules.* Some of the melees you will have to run will be rather larger than you are probably used to in normal circumstances — there are twenty-six drow in the first encounter area, which probably makes for three dozen in melee including the characters, for a start. Choose your own drow figures well in advance and try to ensure you can distinguish the low-level fighters (both male and female, with different melee characteristics) from the higher-level fighters (again both male and female), the fighter/magic-user and the clerics (of different levels). As usual in the case when there will be more than one of the same type of figure in melee at the same time, label them so you can tell which is which at a glance.

Prior to the party setting off, I suggest you draw up a roster of each character in play, showing certain basic items of information about that character — AC, the weapon normally used, the roll required to hit AC2 (or any other convenient base of reference), saving rolls, any 'detects', spells, etc. Try to identify each figure the players are using so you can tell which figure is which character at a glance.

If you don't normally use a 'ground plan' or a grid to regularise melee, I suggest you seriously consider introducing one, again principally because you will be involved in large melees and it will be important to see exactly who is where at any given time. Either a ready made playing aid or a home made version will do.

Roll everything up in advance. Prepare a schedule of the various routes a party could take on their journey and roll up the wandering monsters they meet in advance. Additionally, roll the hits of those wandering monsters. Inevitably this means that some of this preparatory work will be wasted, since the party can't go in all directions at once, but it will be worth the effort. Similarily, prepare figures for the wandering parties (though keep them out of sight of your players until the moment arrives!).

I also suggest you spend some time beforehand planning out the sort of tactics the various groups encountered would use in the given situation. The drow outpost at D3 (in *Module D1)* is a good case in point. They are there to defend the main route to the Drow Vault so would have a pretty good idea of what their actions would be in the event of an attack by an approaching party. How would they and their female companions use their innate powers? What spells would the fighter/magic-user employ? At what point would Vlondril attempt her escape?

Similarly, if the party happen to encounter Asberdies in the cavern, how would he cope with the situation? I was fortunate enough to recognise that I would never be able to handle his particular abilities in an ad hoc fashion on the spot and spent many happy hours working out what he would do in different circumstances. If you think, it's not necessary to prepare beforehand, have a look at what he can do — and, I suggest, think again!.

Similar considerations apply to *Module D2,* though the two minor encounter areas probably require little preparation. You should decide, however, just how much the svirfnebli in $A^2$31 know about the Shrine, and particularly how much they know about the ceremony which should be performed, or should not be performed (depending on your point of view) with Blibdoolpoolp.

The Shrine needs preparation, however, and not just in the physical sense. In particular, the reactions of Va-Guulgh to an intrusion will have to be worked out in advance — how he will employ his spells and how the cleric/assassins in the throne room and the guards will deal with intruders.

Turning the clock back a good deal, there's the question of psionics to consider in case the party penetrate M12 in *Module D1.* If you don't normally use psionics, or allow player-characters to use them, you still need to decide how to handle the initial attacks by the principal occupants of that area. The *Players Handbook* isn't enough to decide — you'll have to check in the newly available *Dungeon Master's Guide* or *Eldritch Wizardry.* To ban psionics completely would be to unbalance that section of the module very considerably in favour of the players. Better not say more or I will give too many hints to players . . .

If you ever get as far as D3 you will have to pre-plan all the encounter areas in that module, though perhaps you could just about get away with the main and final encounter area in the Vault itself without extensive preparation. Just thinking about pre-planning one of those areas (no secrets, now) brings me out in perspiration.

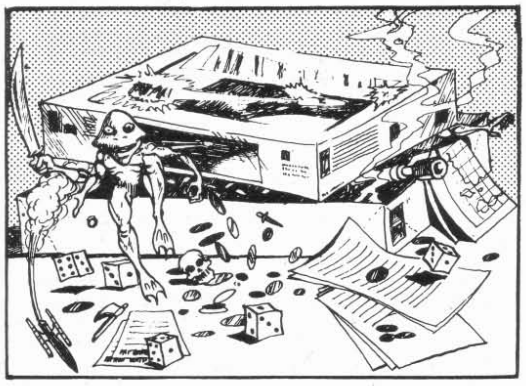
A few notes, finally, about the strength of the party. None of us in the group I *D&D* with has a character above 9th level and there are precious few above 6th. So running the modules with normal characters was 'out' unless we waited years for the characters to become sufficiently experienced. I therefore decided to 'invent' new characters for the players, rolling their characteristics myself and equipping them with a reasonable array of weapons and magical items. The average level was 9th, with the most powerful character a 12th level cleric and the weakest a 6th level fighter. I think, in retrospect, I rather overdid the magical equipment these characters were given — two *Iron Horns of Valhalla* should really have been one, one character emerged with an AC of around —8 because of the goodies he had, the *Staff of Healing* had something like 150 charges, and so on. However it's even more important not to give too little — even with the strength of their equipment and their basic strength, four characters out of the twelve created were slain by the end of their excursion into D1. Each character should be well protected — give the magic-users a *Ring of Protection* and a *Displacer Cloak* each. perhaps — and should have at least one decent magical item. I advise plenty of *healing potions,* clerical *healing scrolls* or whatever.

That's one way of preparing characters for the modules if your players don't have characters strong enough to tackle them, but others will occur to you.

All in all, I think the modules 'played' well. There is no fault at all I can find in the design and despite the errors I made, and my failure properly to prepare for certain sections, I think the players enjoyed the experience (even the player who lost all three of his characters). I can give no higher praise to these designs than to say they are as good as anyone is likely to meet, and better than almost everything else I have seen.

I hope the amount of preparation, the general 'toughness' of the modules for DM and player alike, the physical requirements of play and the length of time taken will not deter others from running the *D Modules* (or indeed the *G Modules* — I have yet to try these). It should, unless something goes very badly wrong, be one of the most memorable D&D experiences you have.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

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METAGAMING MICROGAMES

ICE WAR – £2.25
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The Microgames have gained an impressive reputation since the appearance of *Ogre* by their compact format, low unit count, easy-to-learn rules and swiftness of play. Ideal for the odd spare hour, as a relaxation from more complex (and expensive) games. All appear to have been playtested properly and I have rarely found more than the slightest ambiguity in the rules.

Ice War simulates the Eurasian Socialist Alliance raid on Arctic oilfields held by the US and vital to her war economy. The attackers are equipped with sleds and hovercraft carrying missiles, while the defenders have infantry, tanks, recon sleds and hovercraft. The terrain is (though not for long) mostly ice, with a small proportion of northern Alaskan tundra.

By far the most interesting concept in the game is summed up by a phrase from the rules – 'terrain does not affect combat, but combat may effect terrain'. This is a reflection of the effects of exploding small nuclear warheads on ice (which turns to water, thereby sinking any unit sitting on it which isn't capable of moving over water, like a sled or infantry unit) or on tundra (which converts to mud on which sleds can't survive). The combat isn't therefore so much concerned with the direct killing of enemy units, though that is important of course, as with indirect killing, by rendering the terrain incompatible with the unit sitting on it. This is a most interesting and novel feature and takes some familiarisation.

Actually the game is quite a complex one because of reconnaissance – the E.S.A. command sled and other units stacked with it are invisible until found by US reconnaissance (satellite) or unless it happens to end up next to a US 'ground' unit (which would be careless on the ESA part). For the early part of the game, therefore, the US are working more or less in the dark and must not be diverted from their main objective (location and destruction of the command sled) by picking off tempting targets elsewhere.

It is a fast-moving game but one which doesn't lend itself too well to microgame format. The action tends to crowd in one small area of the map, and this makes play a trifle inconvenient, given the very thin unit counters. Additionally there are 'conversion' markers which indicate when terrain has been converted (from ice to water or tundra to mud) which quickly litter the map and tend to get in the way. Finally the rules are more complex than those of any other micrograme. Excellent though the idea is, I can't help feeling that this subject would be better handled in a larger, more expansive (and expensive) format.

In contrast, *Black Hole* is the ideal microgame and may well become the most popular. It deals with tactical warfare on an asteroid which is shaped like a doughnut, and this results in all sorts of surprising and unfamiliar things. Missiles launched across one edge of the map reappear at the other; on the 'inside' of the torus, units can 'jump-move' from one side to the other across the black hole in between (and risk falling into that hole, with disastrous consequences); laser weapons are virtually ineffective on the 'outer' surface but devastating on the 'inner'; combat units arriving on the asteroid to take part in the action risk falling into the black hole, and the risk is greater the nearer they try to land to the inner surface which contains the all-important bases on whose capture victory depends.

The rules are unusual but simple to learn, the game has low unit-density and the action rarely takes more than an hour. An optional rule commends the use of an egg-timer to speed up the action (when the timer runs out, your move is over, even if you are still thinking about it).

Black Hole is a unique little game – fascinating and appealing, which lives up to all the characteristics of the microgame. It deserves to be very popular indeed.

Overall: Ice War 5
Black Hole 9

Don Turnbull

KING ARTHUR'S KNIGHTS

The Chaosium – £7.50

The object of this game is quite simple. Each player is represented by either a Knight Errant, Knight at Arms or a Great Knight, and by killing monsters and taking their treasure the Knight receives Chivalry Points (CPs). The game is won by the first player to reach Camelot with his (or her) required number of CPs and treasure (in Bezants).

The Great Knight is big and beefy, has a combat factor of 6 and must fight everything that stands in his way (except Knight Errants). The Knight at Arms has a combat factor of 4 and must fight everyone but magicians. The Knight Errant is the weakest Knight with a combat factor of 2 and can avoid fighting the Great Knight, magicians and having "active encounters" with women. He also needs 35 CPs to win, while the Knight at Arms and Great Knight need 50 CPs plus 1500 Bezants and 100 CPs plus 3000 Bezants respectively.

Knights are represented by black & white counters which have to be cut out, but look so horrible that I would obey The Chaosium's recommendation to use metal figures instead. The Knights wander about a brightly coloured map of medieval England (22" x 34"), with a bit or Ireland, Scotland and N. France thrown in. England is divided into four different coloured areas while the rest of the map counts as a fifth. Each area is made up from provinces through which the Knights move (one province at a time, unless on raids). When a Knight moves

into a province he takes an encounter card. If he kills the guardian, he may take the treasure.

Surprisingly, the only time King Arthur enters the game is when a player Knight stumbles upon him guarding a magical treasure. Merlin also appears as a magical guardian and a wandering monster as do Sirs Lancelot, Galahad and Morgan le Fay.

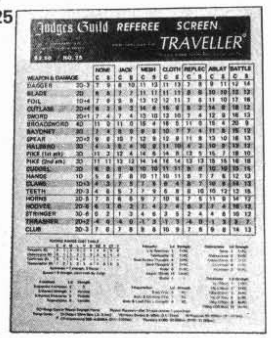
Adventure cards sometimes have to be taken by a player as directed by the Romantic Combat Results Table. These cards give the player some little errand to do with a prize of a few Chivalry Points if he succeeds.

On the whole the game is simple to understand. The rules are printed clearly in easy-to-read steps in a 16 page booklet with the three combat tables printed on the back cover. The physical quality of the game is quite good, the map especially. The only drawbacks are that no dice or reasonable counters are provided and the combat system depends too much on luck for a good result.

Overall: 7 **Jacek Gabrielczyk**

TRAVELLER AIDS FROM JUDGES GUILD

Traveller Screen – £1.75
The Traveller Logbook – £1.99
Starships and Spacecraft – £4.25



This trio of items numbered 75, 78 and 89 in the now well established Judges Guild range are the first to deal with aspects of GDW's *Traveller* SF role-playing rules and many of the features of JG material that D&D players have come to expect are continued in this new departure – well printed with few typographical errors, new tables and background material, and instantly forgettable artwork.

Traveller Shield consists of four bright green stiff cards of foolscap size (will printers abandon metric sizes in the Far Future?) covered on both sides with tables and procedures extracted from the four published *Traveller* rulebooks. The cards are intended to be assembled (by the purchaser) into a screen, behind which the Referee conducts secret die rolls and other machinations.

JG have by and large abstracted all the relevant information from the rules concerning combat on the ground and in space – Although one side purports to be for the Referee, he will need to refer to the other side if Psionics are a factor in your campaign. If a space battle is in prospect, he will have to turn the whole thing round, since the tables for this are all on the 'Players' side.

In order to save space JG have combined the Armour and Range Tables for weapons and expressed these as scores required to hit rather than the DMs of the original rules. The only disagreement I had with the content was that the Surprise and Escape/Avoidance procedures are missing, as are the Character Strength/Dexterity weapon DMs, which would seem to negate the basic concept of not needing to refer to the rulebooks for combat tables. Overall, however, this is a useful though not essential purchase.

Once past the, er, cover, the *Traveller Logbook* text starts by running through the character generation and career procedures. A very welcome feature is the grouping of all relevant tables for each particular stage of these procedures on one double page spread, which will considerably speed up this aspect of *Traveller* – I have already nearly demolished my copy of *Traveller* Book 1 by having to continually turn pages to generate characters. JG include a couple of new tables varying the UPP dependent on home world characteristics, and a whole series to 'flesh out' the character's appearance and parental and societal background – all very useful. There then follows a section dealing with starship operation and trade as per the *Traveller* rulebooks, followed by a far more detailed hit location method for ship combat than is provided in the basic rules. We then arrive at pages 19 to 38, which contain very comprehensive character record sheets, and pages 39 to 62, which contain the equivalent for ships (ships records take up four pages including some nicely done Title Papers, thus there are only 6 sets, compared to 10 character sheets).

This is the best of the three items – the first section alone is probably worth the price.

The last item – *Starships and Spacecraft* – consists of three large foldout 22" x 34" sheets containing 25 mm scale deck plans of all the standard *Traveller* ship types, and technical data couched in advertising terms; ostensibly these 'brochures' are put out by the M C & S Engineering of Sternplatz, Gruenweldt, Epsilon Cetus. The original Buck Rodgers will be a satisfied customer of the firm: Chris Foss would probably be horrified – perhaps this is the firm's Austerity range. Also included is a blank construction grid and reprints of some of the ship record sheets from the *Logbook*. If you feel you really cannot design and draw your own starship layouts (surely one of the pleasures of being a *Traveller* Referee), this is for you.

Overall:	**Traveller Shield**	**7**
	Traveller Logbook	**9**
	Starships and Spacecraft	**5**

Bob McWilliams

ANIMAL ENCOUNTERS

Game Designers' Workshop – £1.95

The sixth booklet to be published in the *Traveller* system is a 'Referee Aid' covering pre-generated animal encounters for 11 terrain types on 9 world classes – Small, Medium and Large, each with Thin, Standard and Dense atmospheres – thus subsuming into general categories the range of 100 combinations of diameter and atmosphere possible under the *Traveller* world generation procedure. Appended to this standard format are encounters for maritime locations (11 terrain types), and arctic and vacuum situations (2 tables each – those for vacuum are mainly events), for a grand total of 114 encounter tables.

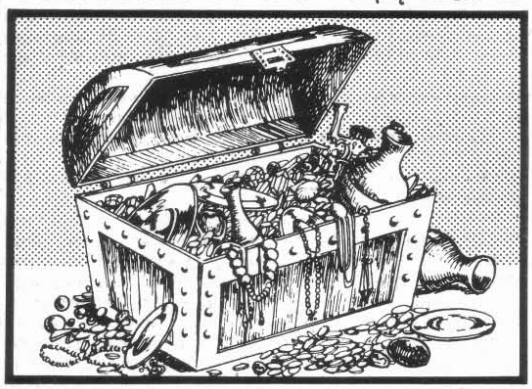
How useful this booklet will be depends on the Referee's approach to his campaign. Those who lack sufficient time or inclination to compile suitable encounter tables will welcome this publication with open arms; even those who normally do all their own preparation could find that the tables allow time saved for other, perhaps more critical, phases of play. As the introduction suggests, they will be invaluable when an impromptu game is arranged.

The only minor irritation I found was that in each table only one 'event' is possible – I would have preferred these grouping in separate tables by terrain type, to be rolled for when 'event' comes up, which would prevent play from becoming too stereotyped.

All in all though, the format is simple to use and lucidly explained and indexed in the brief introductory section, and the overall standard is well up to that expected from GDW.

Overall: 9 **Bob McWilliams**

TREASURE CHEST



TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

DETERMINING HEIGHT AND WEIGHT

by Lew Pulsipher

The referee's work is easier when he knows the height and weight of player characters, since this can affect how magic armour fits, how hard it is to carry someone, or whether one character can shoot a bow over the head of another. The method described below has been designed for *D&D* characters, but may be adapted to many other role-playing games.

To determine a character's height roll three six-sided dice, as for any other *D&D* characteristic. If a 3 or 18 results, roll percentile dice (as you would for a fighter with 18 strength). Cross-reference the result with the character's race on the *Height Table.*

To determine weight, average thecharacter's constitution and strength—add together and divide by two—and then cross-reference the result with the character's race and height, as shown on the *Weight Table.*

For example, a player rolls a 16 for his elf character—he is 5'6". His constitution is 12 and strength 9, an average of 10½. Consequently his weight is 130 pounds. Those who want more variety can further sub-divide the height and constitution-strength ranges. One could also roll to determine how much the character is inclined to be over- or underweight, a hardened adventurer will be neither, however small or large his bone structure may be.

Height Table

Dice Roll	Man	Woman	Elf	Dwarf/Gnome
3 (01–10)	5'0"	4'8"	4'5"	3'4"
3 (11–40)	5'1"	4'9"	4'6"	3'5"
3 (41–00)	5'2"	4'10"	4'7"	3'6"
4	5'3"	4'11"	4'8"	3'7"
5	5'4"	4'0"	4'9"	3'8"
6	5'5"	5'1"	4'10"	3'9"
7	5'6"	5'2"	4'11"	3'10"
8	5'7"	5'3"	4'11"	3'11"
9	5'8"	5'4"	5'0"	4'0"
10	5'9"	5'4"	5'0"	4'0"
11	5'10"	5'5"	5'1"	4'1"
12	5'11"	5'6"	5'2"	4'2"
13	6'0"	5'7"	5'3"	4'3"
14	6'2"	5'8"	5'4"	4'4"
15	6'4"	5'9"	5'5"	4'5"
16	6'6"	5'10"	5'6"	4'6"
17	6'8"	6'0"	5'7"	4'7"
18 (01–60)	6'10"	6'2"	5'8"	4'8"
18 (61–90)	7'0"	6'5"	5'10"	4'9"
18 (91–00)	7'2"	6'8"	6'0"	4'10"

Halflings are one foot shorter than dwarves. Man-orcs are human size. Half-elves are four inches shorter than humans, Halfling Stouts are three inches shorter than normal, and Tall-fellows three inches taller. For medieval sizes, subtract roughly ten inches from human height.

Weight Table

Height	Average of Constitution and Strength				
Men	3–5½	6–8½	9–12½	13–15½	16–18
Up to 5' 4"	100	115	130	140	160
5' 5" to 5' 8"	110	125	135	155	180
5' 9" to 5' 10"	125	135	150	180	210
5' 11" to 6' 2"	135	150	175	205	230
6' 4" to 6' 8	155	180	200	230	260
6' 10" or more	170	200	230	260	300
Women					
4' 8" to 4' 10"	80	90	105	120	130
4' 11" to 5' 3"	90	100	115	130	145
5' 4" to 5' 5"	100	110	125	140	160
5' 6" to 5' 8"	110	120	135	150	170
5' 9" to 6' 0"	120	135	150	165	180
6' 2" or more	130	150	170	185	200
Elf					
4' 5" to 4' 8"	85	90	100	115	130
4' 9" to 4' 11"	90	100	110	120	140
5' 0" to 5' 2"	95	105	120	125	150
5' 3" to 5' 7"	100	115	130	140	160
5' 8" or more	110	125	135	155	175
Dwarf/Gnome					
Up to 3' 8"	–	150	150	150	150
3' 9 to 3' 11"	–	150	160	160	160
4' 0" to 4' 1"	–	150	160	170	170
4' 2" to 4' 4"	–	150	160	170	180
4' 5" to 4' 7"	–	150	170	180	190
4' 8" or more	–	150	170	190	200
Halfling					
Up to 2' 8"	–	70	80	90	100
2' 9" to 2' 11"	–	80	90	100	110
3' 0" to 3' 1"	–	90	100	110	120
3' 2" to 3' 4"	–	95	105	115	125
3' 5" to 3' 7"	–	100	110	120	130
3' 8" or more	–	110	120	130	140

ENERGY DRAINERS

by Simon Shaw

Characters gain additional Hit Points and skills when they rise in experience levels, not because they are physically bigger or that their flesh is tougher, but because they are faster at evading an opponent's attacks and more skilful overall. A blow that would normally kill a less experienced character could be the cause of only a slight wound to a higher level type.

Because of this, it is totally unrealistic to be able to lose whole experience levels; do people affected by wights and such forget all they have learnt in years of fighting? Is the energy drain meant to be a form of amnesia? As that is the only way that it seems possible to lose experience. It is more likely that the energy drain is a loss in strength points (as the shadow) or even constitution points.

Consequently I devised the following tables for combat whenever "Energy Drainers" are concerned.

Monster	1st hit by monster		2nd hit by monster	
	str. pts. lost	con. pts. lost	str. pts. lost	con. pts. lost
Vampire	1	1	2	1
Wraith	1	0	1	1
Wight	1	0	1	1
Spectre	1	1	2	1
Shadow	1	0	1	0

3rd hit by monster is as 1st hit.
4th hit by monster is as 2nd hit.
5th hit by monster is as 1st hit, (and so on)

The points lost are just a substitute for the energy level drain, i.e. a vampire would do 5-10 pts of damage and reduce its

victim by one strength point and one constitution point. Whereas normally on the first hit, a vampire would do 5-10 pts of damage and drain two levels of experience.

The points lost should not be permanent, though the points regained should be in ratio with new experience levels gained. The first level of experience gained after being attacked by, say a wight, one strength point should be regained, the second level afterwards one strength point and one constitution point would be regained. The 3rd level of experience would be as the 1st and the 4th as the 2nd etc. This may seem rather lenient but I really believe this method to be far more realistic.

Note: a player can never regain more than his original quota of strength or constitution points.

WHO GOES TO SLEEP?

by Lew Pulsipher

A vexing problem every *D&D* referee soon faces is to determine who is affected by a sleep spell cast on a party with mixed hit dice values. Since mules have 3 dice while novice adventurers have only 1, mixed parties are usually the rule from the beginning. Those with a mathematical bent soon devise an adequate method, but this article is for those who lack confidence when numbers are involved.

The sleep spell description gives a variable effect depending on the level of the creatures affected. When they are all orcs or all gnolls, etc. there is no problem. When mixed hit dice values are involved it is necessary to convert all the hit dice possibilities to a single scale and roll dice once for that scale. Then each potential victim can be numbered, and an appropriate die can be rolled to generate numbers to identify affected creatures, up to the total effect of the sleep spell.

It is easier to use the *Advanced D&D* sleep spell for conversion, and in any case this specification gives a less powerful sleep spell which is more desireable from the referee's point of view. The values are:

Hit Dice	Number Affected	Average Number	"One Dice Equivalent"
up to 1	4–16	10	1
1+1 – 2	2–8	5	2
2+1 – 3	1–4	2½	4
3+1 – 4	1–2	1½	7
4+1 – 4+4	0–1	½	20

The third column shows the average number of creatures of the given hit dice value which are affected. Using this number all creatures can be given a value in terms of up-to-1-die creatures, as shown in the fourth column. For example, a 3 dice creature is equal to four 1 die creatures. Now 4d4 are rolled whenever a sleep spell hits a mixed hit dice party, and when a creature of more than 1 hit die is affected its "one dice equivalent" is subtracted from the sleep total. When the value of the last creature affected amounts to more than the number remaining to be affected, there is a fractional chance that it will fall asleep. For example, the spell caster rolls a 12, and two 3 dice creatures (value 8) have been affected. Next a 4 dice creature is the target. Its value is 7, but only 4 is left of the original 12. Consequently there are 4 chances in 7 that this creature will fall asleep (roll a d8, ignoring 8: 1–4 the creature falls asleep, 5–7 it stays awake). Note that if the first creature affected has a high one dice equivalent the sleep spell might not put anyone to sleep, depending on the fractional roll!

Example: A party of seven adventurers and two mules is surprised and hit by a sleep spell centered at E. (The numbers in parentheses indicate the characters' hit dice—mules have 3).

A(3)	C(2)	E(3)	F(1)	G(3)
B(2)	D(1)	Mule	Mule	

The caster rolls 11 on 4d4. The spell covers the entire party in its 15' radius. The referee numbers the possible victims from top to bottom and left to right, that is A is 1, B is 2, C is 3, D is 4, E is 5, a mule is 6, etc. to 9. He rolls a d10. A 3 means C is affected and sleeps. An 8 means a mule sleeps. Another 3 is ignored since 3 has already been affected. A 0 (10) is ignored because there are only 9 potential victims. A 1 means A sleeps. The value of sleeping creatures is now 2+4+4=10. Next the referee rolls a 2. B is a 2 dice character but only 1 is left of the sleep total, so there is a 50% chance that he will sleep. The referee rolls and finds that he stays awake. Thus the total effect of the spell is C, A, and a mule asleep.

New Magic Items

The Helping Hand

by Anders Blixt

This item looks exactly like a human hand, ready to be shaken. It is made of ebony and is highly polished. If the finder shakes the hand, it will help him out of various uncomfortable positions once a day for a year, after which it will lose its shine and, therefore, its magical properties. A helping hand can be used, for example, to lift its owner from the bottom of a pit. This is done by shaking the hand and making a simple verbal instruction.

The hand is useable by all classes, but will only obey the instructions of the finder.

Fenway's Silver Slippers

by Fred Kendall

These are a pair of velvet-lined slippers once owned by a wizard called Fenway who dedicated his life to the study of water. His slippers were one of his last triumphs. They are intricately woven with silver thread, and are pointed at the toes. Fenway managed to create a spell which he cast on the slippers to enable him to walk on water. However, he did not reveal the spell to anybody and died before he revised his spell book. His slippers are the only known pair with water-walking properties. They have an intrinsic value of 2,000g.p.

Zailin's Sleeping Suit

by Fred Kendall

This is a beautifully inscribed suit of armour with a dragon's head inlaid with gold on the breastplate. Most fighters would dearly like to own such a magnificent suit of armour. Unfortunately, the suit was once in the ownership of an evil wizard known as Zailin who cast a terrible spell on the suit. One hour after the owner has put on the suit, he will fall asleep for 15 turns with no saving throw allowed. Assuming the finder does not fall asleep in the middle of combat and re-awakes, he will find the armour will protect him thereafter at +2. It has intrinsic value of 2,500 g.p.

Mindel's Glass of Seeing

by Fred Kendall

This is a 6" diameter oval glass housed in a golden clamp looking something like a magnifying glass. However, the finder will discover that the glass does not have any magnifying properties. When looked through, it allows the viewer to see any invisible object or creature as a distinct outline only.

Key of Welcome

by Neil Gulati

This is an inch-long silver key and has the letter W inscribed on its circular head. When used by thieves, the key will expand to fit any keyhole, and will open locks as a 9th level thief (62% base chance of success).

We have had several requests from readers for us to continue featuring special topics in *Treasure Chest,* e.g. spells, magic items, special rooms, etc. We think this is a good idea and hope readers will send in contributions to the featured topics whilst also suggesting new topics. Next issue we will feature **Potions** as suggested by Kathryn George whose *dragon breath potion* will lead us off.

THE FIEND FACTORY

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

There has been a fair amount of correspondence in the *Letters* column about the *Fiend Factory* lately. I hope the standard hasn't dropped, as is Michael Stoner's contention, but his admonition serves to remind me that I should heed more closely the parameters I set up at the beginning. So I regard his comments as constructive and will do my best . . .

David Bell asks which combat tables I now use to calculate Monstermarks. Well, I use the new ones, though I am bound to say it doesn't appear to make any significant difference. Nor do I stoutly aver that my original calculations were free from error — but checking them is another long and arduous process and I had rather hoped others would point out errors when discovered.

As for the Spook, which is rapidly becoming a *cause celebre,* I agree entirely with David Bell that a be-Spooked victim who subsequently returns to normal does undergo a System Shock and a roll should be made on the constitution-related table.

We have a mixed bag this issue and I hope you enjoy them.

HEAT MONSTER

by Brian Henstock

No. appearing:	**1-4**
Armour class:	**2**
Movement:	**8"**
Hit Dice:	**8D8 or greater**
Treasure:	**nil**
Attack:	**2-20 fireball, 4-40 touch plus strength drain**
Alignment:	**Neutral**
Intelligence:	**low**

These creatures are essentially metal spheres 4' in diameter with no visible external organs. They move by a form of levitation at heights between 2' and 6' above ground level. They constantly radiate intense heat.

Touching a Heat Monster will deliver 4-40 points of damage and the victim will also suffer a strength drain (treat as a Shadow's attack in this respect). For every strength point so drained, the Heat Monster adds 1D8 to its hit dice.

Every four melee rounds the Heat Monster can emit a fireball with a burst radius of 5' and a range of 50'; the fireball delivers 2-20 points of damage to a victim (halved if a saving roll is made as against the magical spell).

The Heat Monster can only be harmed by cooling it down. Water does 1-8 damage on it, an Ice Storm does 2-20 damage and a bolt from a Wand of Cold 4-40 damage.

Comments: Biologically rather improbably, I grant you, but an interesting 'creature' all the same. Any magical spell which has a cooling effect will harm it and DMs will have to judge the damage of spells not listed above. Other effective weapons against the Heat Monster seem to me to include *create water, chill metal* (the reverse of the 2nd level Druid spell), *wall of ice, Otiluke's freezing sphere* and perhaps *affect normal fires.*

TACHARANID

by John and Deidre Evans.

All characteristics variable.

This beast comes in a variety of forms, but each shares one characteristic. This is its ability to change form in sequence, through recognisable shapes, in an order such that each succeeding form is strong where that preceding it had its weakness. The creature is forced to undergo a change of form whenever it is hit, a spell is successfully cast on it, or it receives any other 'adverse action' unless that action kills it in the form it then possesses.

It has special magic resistance, saving against all magical attacks as a 5th level cleric and having a saving roll against *any* spell (whether a saving roll normally applies or not). It can also regenerate entirely once per day, this being an instantaneous process (roll to determine how long since its last regeneration when it is encountered).

At each shape change the party in melee against the creature may be surprised; on the first change, there is a 50% chance of surprise, in which case the creature gets a 'free hit'; on the second change, reduce the chance of surprise to 40% and on the third and subsequent changes reduce the chance of surprise to 25%.

Comments: plenty of scope for manoeuvre here in this creation. John and Deirdre gave a sample creature in their submission, but on balance I think I will omit this and leave things more open to an individual DM. One or two general 'rules' may be in order: all the creatures generated would have to be roughly the same size (no ducks changing into elephants) and of the same general type (e.g. humanoid, quadruped etc); broad characteristics cannot change (e.g. if the creature is vulnerable to attack by normal weapons in one form, it should be in another) though details could alter (in one form the creature could have *charm person* ability, for instance, while in another it could have an innate *affect normal fires* ability); magic resistance would vary little, if at all, between the forms.

I stress that these are my suggestions and hope that John and Deirdre will approve.

DRAGON DOG

by John T. Sapienza Jr.

No. appearing:	**2D4**
Armour class:	**4**
Movement:	**12"**
Hit Dice:	**4–6D8**
Treasure:	**D**
Attack:	**Bite 1-6 plus special breath weapon.**
Alignment:	**Lawful evil**
Intelligence:	**average**
Monstermark:	**41, 51.3 and 61.5 (all level IV in 12 levels).**

The Dragon Dog is intelligent enough to work in packs; their great stealth allows them to surprise parties 75% of the time. Additionally, their keen senses allow them to detect even invisible persons close by, and they are often kept as watchdogs by Fire Giants or Red Dragons, to whom they are intensely loyal.

The Dog's breath weapon produces a cone of fire 3" long and with a base of 1", doing 4D4, 5D4, or 6D4 damage (according to hit dice) to victims who fail to save against Dragon Breath (half damage to those who do save). The breath weapon can be used a number of times per day equal to the Dog's hit dice, but a period of 10 melee rounds must elapse between successive uses.

The Dragon Dog is immune to natural fire and to dragon (and their own) breath weapons, and take half damage from magical fire. However they take double damage from cold-based attacks.

The Dragon Dog is related to the Hell Hound and may occasionally be found in mixed packs with Hell Hounds.

Their hard, wiry red fur and their high dexterity account for their high armour class. They have black paws, ears and faces.

Comments: There isn't a great deal of difference between this beast and its Hell Hound cousin. However the breath weapon is more powerful and has a longer range than that of the Hound (the latter factor isn't included in the Monstermark calculations, of course, the Monstermark being rather a blunt tool in this and other respects) and the beast is rather more sensitive.

Russian Doll Monster

by Mike Ferguson

All characteristics — see below.

When first sighted, the Russian Doll Monster will have the appearance of a Stone Giant and all the characteristics, hit probability and so on, of that creature. However when it has taken 10 hit points, the skin will peel back, disintegrating as it does so, to reveal a Hill Giant inside. This will fight as a standard Hill Giant until it has taken a further 10 hits, where upon the skin peels back and an Ogre appears. This process continues on the following lines:

10 hit points later, a Bugbear;
9 hit points later, a Gnoll;
8 hit points later, a Hobgoblin;
7 hit points later, an Orc;
6 hit points later, a Goblin;
5 hit points later, a Kobold with 4 hit points.

Here, one would think is the logical end to the sequence, but no! Springing from the dying remains of the Kobold, like a bullet from a gun, comes the Leprechaun which has been operating the whole Doll. It will immediately turn invisible, grab the nearest item of value (preferably a magical one) and do its best to escape with it.

Needless to say, these creatures will only be found as wandering monsters and will attack on sight.

Comments: I like to include an 'oddball' monster from time to time, and this is a good laugh. Mike calculates the Monstermark as 219.3 which makes it pretty tough — level VIII in 12 levels, and a whole level higher than the initial Stone Giant. Which only goes to show that, inside every Giant, there's a Leprechaun trying to get out . . .

TIME FREEZER

by Guy Shearer

No. Appearing:	**1**
Armour Class:	**0**
Movement:	**12"**
Hit Dice:	**2+2**
Treasure:	**Nil**
Attack:	**2 claws for 1—6 damage each plus touch (special)**
Alignment:	**Neutral**
Intelligence:	**Low**
Monstermark:	**359.3 (level IX in 12 levels).**

The time freezer is a shaggy humanoid about 7' in height, of low intelligence and unable to communicate verbally. It is light brown in colour, though very few specimens have been encountered and it may be that creatures of other colours exist. Time freezers are highly dextrous, which accounts for their very low armour class.

The time freezer is a shy creature and will only fight in self-defence or if it is seriously threatened. It is a wanderer, having no known lair, and feeds on fruit and vegetation.

It attacks with two claws, each of which inflicts 1—6 hit points of damage. In addition, the touch of the time freezer places the victim (no saving throw) into a state of temporal stasis for 1—10 full turns. During this time the victim appears to be dead — no pulse or breathing, no mental activity. If *raise dead* or another similar spell is cast on the victim while he is in this cataleptic state, he will be permanently frozen in time.

Comments: This is the first creature in the *Fiend Factory,* I think, with temporal control, or a form of it. Since it has no treasure, it is hardly worth attacking — but that assumes adventurers know what it is when they meet it. Shrewdly placed by the GM, this monster could cause parties no end of trouble.

PEBBLE GNOME

by William Maddox

No. Appearing:	**1**
Armour Class:	**6**
Movement:	**6"**
Hit Dice:	**1—4 hit points**
Treasure:	**1—6 gold pieces (per individual)**
Attack:	**by weapon type**
Alignment:	**Neutral**
Intelligence:	**Very**
Monstermark:	**1.8 (level 1 in 12 levels)**

These weak and timid cousins of normal gnomes are completely immune to all forms of magic — even monsters summoned by magical means will usually be unable to harm them. Magical weapons used against them will be treated as non-magical for hit probability and damage purposes. Equally, beneficial magic, such as *cure* spells, will have no effect on them.

They will rarely fight unless attacked, but if forced to do so, they will use weapons and favour short swords for 1—6 hit points of damage.

Unlike normal gnomes, pebble gnomes cannot become illusionists and have no clerics. Pebble gnome thieves cannot read scrolls.

Their mining abilities are the same as those of normal gnomes.

Due to their small size, timidity and general dour view of the world, pebble gnomes will not participate in adventures of any sort and are not suitable for use as player characters.

Comments: On the face of it, there seems to be no place for pebble gnomes in *D&D* — they won't fight, have little treasure and won't go on adventures. Yet it is only reasonable that, in the course of adventuring, player characters will come across 'monsters' which have no particular function from time to time.

We have now had ten issues-worth of the *Fiend Factory* and quite a number of new monsters have passed under our gaze. Which are the best? I should like to take an opinion poll on this; who knows — I may be able to persuade the editor to present a small prize to the person who has created the monster which, in the opinion of the readership, has been the 'best'.

Goodness knows how you are going to evaluate 'best' in these circumstances, but could I ask all readers to have a look at all the monsters which have appeared since issue 6 when the Factory first opened its doors and send their votes for their Top Five Creatures to *White Dwarf,* 1 Dalling Road, London W6, by January 1st 1980. We will announce the results of the poll in a subsequent issue.

Next Issue:

* **The Paths of the Lil — a complete Gamma World scenario**
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GAMES CLUBS

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Gaming Group/Proposed Club
Games: D&D, fairly serious AD&D, occasionally other SF/F games, and traditional wargames.
Time: Every Sunday 2.30pm — around 6.00pm.
Place: Members' homes.
Comments: If sufficient response we would be willing to hunt around for a clubhouse and form a club if none exists in the area. There are 8 of us at present aged 14 to 22. We have limited transport and could travel to an established D&D club if the distance is within reason.
Contact: Richard Edwards, 5 Mafeking Road, Canning Town, London E16 4NS.

WIRRAL, MERSEYSIDE
Gaming Group
Games: D&D
Time: To suit availability of players.
Place: 5 Granby Crescent Bebington, Wirral, Merseyside L63 9NY.
Comments: New players welcome. Please contact beforehand.
Contact: Paul Hartley at above address or telephone at 051-334 9535.

WEST DRAYTON, MIDDLESEX
Club
Games: Mainly C&S; but also D&D, EPT and Runequest.
Time: Every Wednesday 7.30pm — 11.00pm.
Place: Six Bells Public House, 125 Station Road, West Drayton, Middlesex.
Contact: Dave Richards, 33 St. Peters Road, Cowley, Uxbridge, Middlesex.

KENTISH TOWN, LONDON
Interaction Games Group
Games: D&D, Wargames, Boardgames, etc.
Time: Every Saturday 12.00 — 7.00 pm.
Place: Interaction Community Centre, off Prince of Wales Road, Kentish Town, London NW5.
Contact: Nicholas Barker at 01-485 8861.

CREWE/NANTWICH, S. CHESHIRE
Proposed Club
Games: D&D, Traveller.
Time: To be arranged.
Place: To be arranged.
Contact: C. D. Buchanan, 211a Market Street, Crewe, Cheshire.

TUNBRIDGE WELLS, KENT
Dark Tower Games Society
Games: Most SF/F games.
Time: Every Saturday 2.30pm — 7.00pm
Place: St. Barnabus Church Hall, St. James Road, Tunbridge Wells, Kent. (Go to end of Camden Road, then ask).
Comments: Free access to the trade stands selling games, figures, books, etc. Regular figures painting competitions held. Refreshments available. Membership strong and growing.
Contact: David L. Palmer (Chairman) at Hadlow 582.

GLOUCESTER
Subgroup of Gloucester Military Modelling and Wargaming Society
Games: Strict C&S continuous campaign.
Time: One evening per week and all day Sunday once every 3 weeks.
Comments: Campaign scenario is based in 11th to 12th century Europe — mainly the British Isles — with a few minor anachronisms. Monsters based on legend only. Not too many dungeons, but they can be made available for fanatical dungeoneers.
Contact: Brian Timmins, "Imladris", Westland Road, Hardwicke, Gloucester, GL2 6HQ.

NORTH KENT
T.D.L. Fantasy Wargames Group
Games: D&D — Advanced and Basic; C&S; Starships & Spacemen; Traveller; + others such as Citadel, Thane Tostig, Sorcerer, Starforce and even Stomp!
Time: As arrangeo — usually weekends, evenings and after school (4pm — 6pm).
Place: As arranged.
Comments: New members welcomed as long as they are not *too* enthusiastic since meetings are often randomly interspersed due to other commitments.
Contact: Jeff Stygall, 65 Newington Road Ramsgate, Thanet, Kent. Tel: Thanet (0843) 56838; Marc Gascoigne, 23 Upper Dane Road, Margate, Thanet, Kent. Tel: Thanet 24880 or Michael Lewis, 5 Yew Tree Close, Broadstairs, Thanet, Kent. Tel: Thanet 601217.

S.W. SOMERSET
Taunton Wargames Society
Games: D&D, SF/F Figure Games. Anything Fantasy Orientated.
Time: Tuesday 6.30 — 11.00pm.
Place: Black Horse Inn, Bridge Street, Taunton, Somerset.
Comments: About 12 regular members 1st—4th level D&D but we've been playing for 3 years.
Contact: A. Warren, 52 Stoke Road, Taunton, Somerset. Telephone: Taunton 86957

LONDON
South London Warlords
Games: Any.
Time: Monday Evening.
Place: St. Clement's Hall, London, S.E.22.
Contact: J. Merrit, 110 Salehurst Road, S.E.9. Telephone: 6902607

LONDON
Darkgem Games Group
Games: A D&D, Traveller, Runequest, Starship Troopers, & other SF/F Games.
Time: Varies.
Place: Members' Homes
Comments: Newcomers welcomed.
Contact: James O'Shea, 140 Manor Park Road, Harlesden, London, N.W.10. Telephone: 01-965 8665 after 6pm.

DUNDEE
Dundee Wargames Society
Games: D&D, Runequest, Arduin Grimoire. SF/F Boardgames, Wargames.
Time: Wednesdays, 7pm.
Place: Douglas Community Centre, Dundee
Comments: D&D players wanted for campaign.
Contact: John Robertson, Upper Dunglass, Arbroath Road, Dundee.

FARNHAM, SURREY
Farnham Wargames Club
Games: Role-Playing and Board Games.
Time: Alternate Sundays, 2pm — 7pm.
Place: Farnham Central Club, South St. Farnham.
Contact: Daniel Steel, 2 Morley Road, Farnham, Surrey. Telephone: Farnham 722269

BASILDON/SOUTHEND, ESSEX
Basildon Dungeoneers
Games: D&D, any Wargames.
Time: Mondays, 6pm — 10.30pm
Place: The Highway Public House, High Pavement, Basildon Town Centre, Essex.
Comments: Age limit 16+
Contact: Chris Bayliss, 12 The Fryth, Basildon, Essex. Telephone: Basildon 26969

SHEFFIELD
Sheffield Wargames Society
Games: D&D, SF/F, Wargames.
Time: Monday 7.00pm, D&D. Wednesday 7.00pm, Wargames Saturday 12.00, SF/F.
Place: Hotel Neepsend Lane, Sheffield.
Comments: All welcome.
Contact: c/o Victoria Hotel

TEESIDE MIDDLESBROUGH
Proposed Club.
Games: D&D.
Time: To be arranged.
Place: To be arranged.
Comments: Is there anyone alive up here?
Contact: Nic Best, Middlesbrough 86773.

LOS ANGELES, U.S.A.
Alliance of Fantasy & Simulation Wargames.
Games: D&D, etc.
Time: As arranged.
Place: As arranged.
Contact: Michael Watson, 6333 Livia Ave., Temple City, Los Angeles, XCA 91780. Telephone: (213) 2855545.

EAST LONDON
Proposed Club
Games: D&D.
Time: To be arranged.
Place: To be arranged.
Contact: Richard Edwards 5 Mafeking Road, London, E.16.

ERITH, KENT
Erith Wargames Group
Games: 15mm Ancients, Superhero 44, Computer Games, Board games A. D&D. Chivalry & Sorcery, S.P.I., etc.
Time: 1st & 3rd Tuesday of Month 7.30 — 10.00pm.
Place: St. Pauls Church Hall, Mill Road.
Contact: A. Fletcher, 122 Wessex Drive, Erith. Telephone: Erith 35008

KINGS LYNN, NORFOLK
Proposed Gaming Group
Games: D&D
Time: Every Wednesday – 6.30pm onwards.
Place: 26 Poplar Avenue, RAF Markham, Kings Lynn, Norfolk, PE33 9NP.
Contact: Gary Kirkham at above address.

GOTEBORG, SWEDEN
Ygdrasil Fantasy Games Club
Games: Most Fantasty games.
Time: Every Sunday from 11.00 am onwards.
Place: Birkagatan 39c S-416 56 Goteborg, Sweden.
Contact: Misael Borjesson, Dirigentgatan 6, S-421 38 V. Frolunda, Sweden. Telephone: 031-476141.

EXETER
Proposed Club
Games: D&D, Traveller, Other SF/F Games.
Time: Variable.
Place: Exeter University Building.
Contact: D. Dolder, at the University.

FREETOWN, SIERRA LEONE
Gaming Group
Games: D&D.
Place: House K35
Comments: Glad to see anyone who comes to Sierra Leone.
Contact: Mr. A. Nunn
Fourah Bay College, Freetown, Sierra Leone.

LONDON
Proposed Club
Games: Traveller, D&D.
Time: 7.00 – 10.00
Place: Not yet decided.
Comments: If enough interested have a place.
Contact: Mike Allen, 13 Holland Park, London, W.11. Telephone: 229 0885.

BIRMINGHAM
Circle Battle Group
Games: All board & FRP.
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Place: Kingstanding Circle Community Centre.
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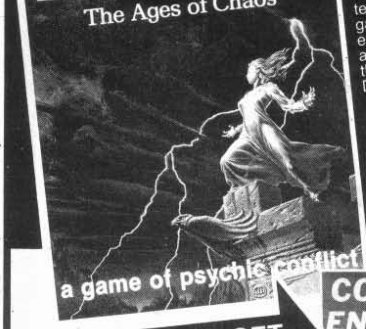

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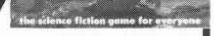

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Traveller Norwich
Anyone running a Universe in the Norwich (Norfolk) area? Have all books, limited practice and a totally uninterested D&D group (the last two are related). Phone L. Rickwood at Norwich 738444 after 6 p.m.

PBM Diplomacy
Interested in pbm Diplomacy? New zine starting – write for information to T. Strōm, Lansmanvagen 19, S–370 10 Brakne–Hoby, Sweden.

Simcon II
Simcon II will be held on the River Campus at the University of Rochester and will include tournaments and exhibitions of D&D, Microgames, Diplomacy, Cosmic Encounter and many other games. For further information write: Simcon II, Box 5142 Riverstation, Rochester, New York 14627, USA.

D&D Ideas Exchanged
The Bishopston Strategic and Fantasy Games Club, 54 Bishopston Rd, Bishopston, Swansea at present have no room for new members but hope to expand in the near future. What we are interested in is exchanging D&D tricks, traps, new monsters, magic items etc. Please send to the secretary (Hugh Blackwood) at 9 Bishopston Rd, Bishopston, Swansea.

D&D Machynlleth
D&D (or any other wargames) players would be interested to meet any others in the area who are prepared to meet and play on a friendly basis. Contact T. Nye, 8 Maes yr Orsag, Aberllegenni, Machynlleth, Powys.

Pellic Quest
I am soon hoping to start a postal game of Pellic Quest and am looking for players. All interested please send S.A.E. to Niall Holland, 38 Maiden Erlegh Avenue, Bexley, Kent DA53PE.

D&D Burton on Trent/Lichfield
D&D DM player in the Burton on Trent/Lichfield area would like to contact others wishing to start a campaign, join in an existing one or need new players in an existing campaign. Contact: Roy Masters, South View, 170 Main St, Alrewas, Burton on Trent, Staffs, DE13 7ED.

Middle Earth Wargaming
Beginners in Liverpool want advice and contacts. Please contact: Christopher Duff, 3 Glenville Close, Liverpool L25 5NJ. Tel: 051-428 1378.

EPT W. Germany
I am refereeing an EPT campaign and would be glad to hear from anybody interested in joining. I am also interested in all and any other SF/F games. Contact T. Haas, Am Forsthaus Gravenbruch 30, 6078 Neu Isenburg 2, W. Germany. Tel: 06102 52204.

D&D/EPT Frankfurt
Group has D&D and EPT campaigns under way and is looking for additional players. Please contact Andrew Finch, Lenzhahnerweg 30, D6272 Niedernhausen –TS, W. Germany.

D&D Peebleshire
Anyone who plays D&D in By-Walker-Burn, Peeblesshire area who is willing to accept a beginner into their campaign please contact Brian Hennigan, 30 Morningside Drive, Edinburgh 10, EH10 5LZ, Scotland.

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Magazines Wanted
Wanted: Dragon No. 4 and any A&E's to buy. Good price paid for the Dragon magazine. Phone Steven Rawlings at Worthing 62957.

D&D Barnet
Newcomer to D&D seeks experienced DM, club or existing campaign. Also interested in learning any other fantasy/SF game. Andrew Rilstone, 3 Rosslyn Avenue, East Barnet, Herts. Tel: 368 5650.

Gheal Campaign
Would any players who have not been contacted by the Oracle please write as the game is restarting. Paul Blackwell, Boundary Hall, Tadley, Hants.

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